JUNE VOLUME 49 U.S. $3.50 / CANADA $4.50

# NINTENDO POWER®

P.O. Box 97043
Redmond, WA 98073-9743

FORWARD & ADDRESS CORRECTION

BULK RATE
U.S. POSTAGE
PAID
NINTENDO
of America Inc.

## BATTLETOADS & DOUBLE DRAGON

The Ultimate Team

TOAD SPECIAL
3 SYSTEMS,
3 GAMES!
Official Nintendo Seal of Quality

THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS

# YOU'RE
# WHAT'S WRONG W

**"GOT A PAL WHO CAN'T SEE THE CONNECTION BETWEEN WINNING AND BEING IN THE NINTENDO POWER SUPER POWER CLUB?**

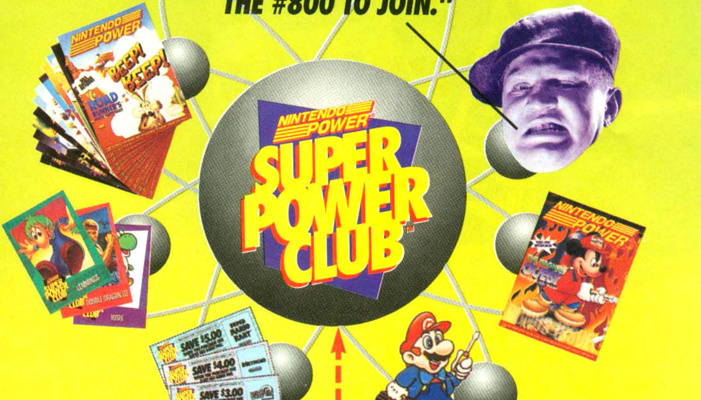
**"BE A FRIEND, RIP THIS OUT AND HELP FILL IT IN."** • • • • • ►

*You know what it takes to be a great player. Skill, practice and all the hot tips, tricks and strategies that you get from Nintendo Power Magazine. Right? So, be a buddy and give your best friend this sign-up card for the Super Power Club. That way your pal gets Nintendo Power every month (instead of borrowing yours). Plus, a ton of other great stuff that makes you look like the best friend in the world.*

# SMART.

# ITH YOUR FRIENDS?

**"YOU HAVE MORE THAN ONE FRIEND DON'T YOU? TELL 'EM ALL ABOUT THE CLUB. THEN GET 'EM TO CALL THE #800 TO JOIN."**


NINTENDO POWER
BEEP! BEEP!
ROAD RUNNER'S
NINTENDO POWER
SUPER POWER CLUB™
NINTENDO POWER
LEMMINGS
DOUBLE DRAGON III
YOSHI
SAVE $5.00
SAVE $4.00
SAVE $3.00

*Why wouldn't they want all this. __NINTENDO POWER MAGAZINE__ - 12 issues filled with tips, strategies, full-color maps and reviews for all three Nintendo systems. And __POWER CERTIFICATES__ -$36 in Power Certificates they can use toward game paks. __POWER TRADING CARDS__ -featuring stats and challenges for top games- they could collect a winning set and win a free game pak. Plus, the __SUPER POWER ISSUE -For Super Power Club members only.__ Every January they'll get an annual review of Nintendo's best, plus a look at what's coming next from the world of Nintendo. __POWER CLEANING SERVICE__ -They get a voucher for a free system cleaning at a participating official Nintendo World Class Service® Center.*

## SHARE THE POWER, HAVE 'EM CALL 1-800-255-3700!

*Order by VISA or MasterCard. Call Mon.-Sat. 4 a.m. to 12 midnight Pacific Standard Time (PST). Sunday 6 a.m. to 7 p.m. (The Nintendo representative will need to speak to the person whose name appears on the credit card.)*

# BACK TO BASICS

Nintendo
GAME BOY
GAME BOY
GAME BOY
COMPACT VIDEO
GAME SYSTEM
DOT MATRIX WITH STEREO SOUND
BATTERY
Nintendo®
Nintendo GAME BOY™
SELECT
START
B
A
THE BASIC SET INCLUDES:
• GAME BOY
• FOUR AA BATTERIES
Game pak not included!

$49.95*

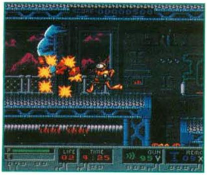
## GAME BOY BASIC SET™

You've heard the old saying: "You can't take it with you." Well … that's hogwash! If you've got Game Boy, you *can* take it with you. And now it's even easier to take Game Boy along with you because we've introduced the new, low-priced **BASIC SET**. Tetris is not included in the package, but this allows you more freedom in your game selection. And what a selection there is! Choose hot titles like *Super Mario Land 2 - 6 Golden Coins* or the newest title in The Legend of Zelda adventure series: *Link's Awakening*. Over 200 Game Boy games are available for you to choose from. So, *basically*, the choice is yours!

Nintendo®

* Suggested retail price

NINTENDO POWER
JUNE 1993
VOLUME 49



## SUPER NES

B.O.B. ........ 8
TAZ-MANIA ........ 16
SUPER CASINO GAMES ........ 20
YOSHI'S COOKIE ........ 24
BATTLETOADS IN BATTLEMANIACS · 28

## GAME BOY

BATTLETOADS IN RAGNAROK'S WORLD ........ 35
BUBBLE BOBBLE PART 2 ........ 70
TITUS THE FOX ........ 72
RAGING FIGHTER ........ 74

ROUND 10-9 TIME 00:00:05

## NES

BATTLETOADS & DOUBLE DRAGON THE ULTIMATE TEAM ·· 40
FIRE 'N ICE ........ 84
NES HOCKEY GAMES ........ 88
NESTER'S FATHER'S DAY CHALLENGE ·· 92

### TIPS FROM THE PROS

NESTER'S ADVENTURES ........ 82
CLASSIFIED INFORMATION ........ 66
COUNSELORS' CORNER ........ 76

### THE INFO ZONE

TAKE CONTROL ........ 60
POWER UNIVERSITY ........ 26
NEXT ISSUE ........ 114
POWER PUZZLERS ........ 83

### PLAYER'S FORUM

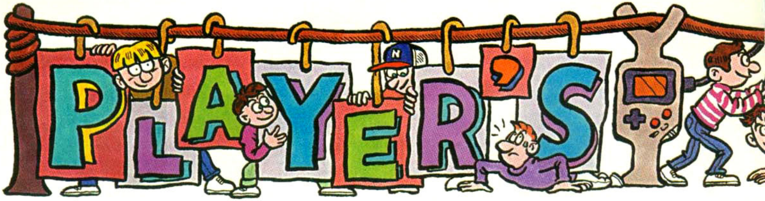
PLAYER'S PULSE ........ 6
POWER PLAYER'S CHALLENGE ........ 64
PLAYER'S POLL CONTEST ........ 98
TOP 20 ........ 100

### COMICS

STAR FOX ........ 48

### VIDEO UPDATES

NOW PLAYING ........ 102
PAK WATCH ........ 108



I like your magazine and have for over three years. The new Star Fox comic is okay, but I think it's too long. Also, I see no ads for joysticks or Nintendo products. My dad and I have been waiting for a review of NES and Super NES controllers. We have been on a relentless search for the ultimate controller and need some information. Please let us know when you might come out with this review or where we can get the information. Thank you!

**Steve Geiger**
**Santa Rosa, CA**

*Check out our Controller review on page 60 of this issue, Steve.*

I'm wondering if there will ever be a sequel to Final Fight. If so, please tell me because I would plan on buying it. Also, what happened to the arcade coverage you used to do? I would like you to start printing more about arcade games.

**Jarrod Evans**
**Jonesboro, AR**

*Capcom will be releasing Final Fight II in the near future, Jarrod. The most recent "Arcade Update" article appeared in Volume 37. Don't be surprised if you see another very soon!*

Thought you might enjoy sharing my granddaughter's delight when opening her Super Nintendo at Christmas. I really caught the moment. For Valentine's Day, I bought her Mario Paint which I am sure she will receive with the same enthusiasm. Thank you so much.

**Elvira C. Tee**
**Hilton Head Island, SC**

Jessica Veltri of Pompano Beach, Florida opening her new Super NES!

I am a 51-year-old school teacher at a Sacramento Middle School. About six months ago my nine-year-old daughter called me over to the video screen. She was playing Zelda-A Link to the Past. I said, "Let me try that." She handed me the controls and about 100 hours later I beat the game. It took me 465 lives to win the first time. Kids at my school laughed when I told them how many lives it took me. The next time I beat the game it took me 84 lives. I could see tremendous improvement and I was determined to master the game. I kept playing and got below five lives and my lowest score is two.

I believe these games really help develop problem-solving skills in kids and I encourage kids to play them as long as their homework is done. My daughter and I are learning to play Mystic Quest and I can't wait until another Zelda is developed.

**Robert E. Kelly**
**Dixon, CA**

I recently tried Mario Paint and I must say I am exceedingly impressed. I think a Mario Paint Player's Guide would be wonderful and...a best-seller book!

**Brian Wagner**
**Calgary, AB**

*Thanks, Brian. We happen to agree! A Mario Paint Player's Guide is currently under production. It will contain information that is similar to the special Mario Paint section that you received in Volume 44, but it will go far beyond that!*

We built Ganon's Castle from the Legend of Zelda on our Super Nintendo. Our names are Matt, Mike and Adam. It took us 45 minutes to do this. It also took a lot of work. I think you should try it. It's very fun!

**Mike Kammerer**
**Mt. Clemens, MI**

It's about time for school to be letting out for summer vacation. Remember to take along a copy of Nintendo Power when you visit popular vacation sites. We want pictures of you and Nintendo Power on vacation!

**NINTENDO POWER**
**PLAYER'S PULSE**
**P.O. BOX 97033**
**REDMOND, WA**
**98073-9733**

SUPER POWER CLUB

WINNING COMBINATION OF POWER CHALLENGE TRADING CARDS FOR JUNE '93

#37 GARGOYLE'S QUEST II

#1 KIRBY'S DREAM LAND

#62 SUPER BATTER UP

# HANGIN' OUT IN HOLLYWOOD

## WITH DJ JAZZY JEFF & THE FRESH PRINCE

### CONTEST WINNER

As winner of last September's Player's Poll Contest, Kelly Koder of Slidell, LA. received a Miracle Piano Teaching System, complete with Super NES, and flew to Hollywood to meet rappers D.J. Jazzy Jeff and The Fresh Prince (Will Smith). She invited her cousin, Mandy Lutz, and mother, Rita, to make the trip to California with her in early December. They not only met Jeff and Will backstage in Will's dressing room, they had front-row seats at a taping of The Fresh Prince of Bel-Air. After the show, everyone went behind the scenes to meet the cast, and Kelly took home an autographed script of that night's episode. The three rounded out the weekend by touring Universal Studios, dining at the Hard Rock Cafe and visiting Disneyland.

Photo opportunity! Mandy, Jeff, Kelly and Will hangin' out. Backstage, of course!

UNIVERSAL STUDIOS
Hollywood
Since hangin' out with celebs was part of the prize, a trip to Universal Studios certainly seemed to be in order.

## EDITOR'S CORNER

*We oftentimes hear comments and see letters from our readers that bring up the point that other gaming magazines print articles on hot new titles before Nintendo Power does. There have been a few instances when we have been "scooped" by other publications, but it's our goal to time our coverage of a game to coincide with the release date of the game. Being a part of Nintendo, we get to see and play a lot of the games before other publications do. Instead of trying to do a feature review on a game that may not be complete, we'll give the game coverage in our Pak Watch section. It's also our policy to print in-depth information that has been approved for release by the game's publisher. How would it make you feel to see a game hyped on the cover of Nintendo Power, only to find out that there was only a small article with a few screen shots inside?*

**Gail Tilden**
Editor in Chief

## PHONE DIRECTORY

### Nintendo Power Subscriptions

**1-800-521-0900**

Subscriptions and renewals only.
24 hours a day, 7 days a week.

### Consumer Service

**1-800-255-3700**
**(TDD 1-800-422-4281)**

Call for service, general assistance or to change your address between 4 a.m. and midnight Pacific time, Monday through Saturday or 6 a.m. and 7 p.m. Sunday.

Spanish- and French-speaking representatives are available.

### Game Counseling

**1-206-885-7529**
**(TDD 1-206-883-9714)**

Stumped by a game? Call our Game Counselors for help between 4 a.m. and midnight Pacific Time, Monday through Saturday or 6 a.m. and 7 p.m. Sunday. It's long distance, so before you call, be sure to get permission from whoever pays the bill.

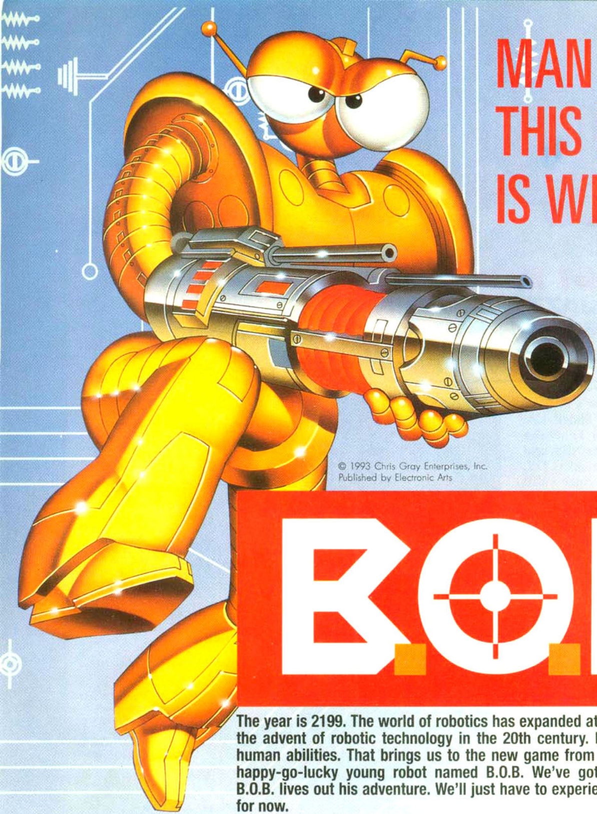
NINTENDO POWER®

**STAFF**

| | |
|---|---|
| Publisher | M. Arakawa |
| Producer in Chief | Hiroyuki Kato |
| Editor in Chief | Gail Tilden |
| Senior Editor | Pam Sather |
| Editors | Scott Pelland<br>Leslie Swan<br>Jeff Bafus<br>Jon Whisler<br>Dan Owsen |
| Editorial Consultants | Howard Lincoln<br>Peter Main<br>Phil Rogers<br>Juana Tingdale<br>Tony Harman |
| Cover Design | Griffes Advertising |
| Copy Coordinators | Machiko Oehler<br>Theresa Tibbs<br>Lana Huffman |
| Director of Production | Tsutomu Otsuka<br>Tetsuhiko Yoshida |
| Producer | Yoshio Tsuboike |
| Project Coordinators | Hiroyuki Kurano<br>W. David Mellen<br>Keiji Hamada<br>Emi Toyama |
| Electronic Prepress | Robert A. Baker<br>David A. Day<br>Joseph Murphy |
| Art Director | Yoshi Orimo |
| Concept & Design | Work House USA<br>Yukio Yamashita<br>Yoshi Orimo<br>Hiroko Nagami<br>Wendy Salvatori<br>Jeff Hazard<br>Sonja Morris<br>Rob Soo<br>Katsuyuki Asanuma<br>Desu Iwamoto<br>Yushi Ozeki<br>Nob-Rin Takagi<br>Ritsuko Yamaji |
| Star Fox Comic Illustrator/Writer | Benimaru Itoh |
| Illustrators | Hiroko Nagami<br>Jim Frisino<br>Makikazu Omori<br>Orange Nakamura<br>Toshisada Nobuhara<br>Jeff Hazard<br>Kevin Brockschmidt<br>Derek McCaughan<br>Kazuhiro Kamachi |

**VOLUME 49 - JUNE 1993**
Nintendo Power is published by Nintendo of America Inc. in conjunction with Tokuma Shoten Publishing Co., Ltd.
Nintendo Power is published at $42 per year in the U.S.A. ($54 in Canada) only by Nintendo of America Inc., 4820-150th Ave. N.E., Redmond, WA 98052.
© 1993 by Nintendo of America Inc. All rights reserved. Nothing that appears in Nintendo Power may be printed in whole or in part without express written permission from Nintendo of America Inc., copyright owner.
Printed in the U.S.A.
Color Separation by Dai Nippon Printing Co., Ltd.
NINTENDO IS A REGISTERED TRADEMARK OF NINTENDO OF AMERICA INC.
TM & © for games and characters are owned by the companies who market or license those products.

# MAN . . . THIS PLACE IS WEIRD!



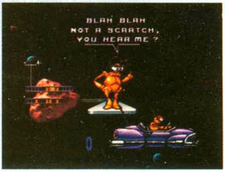
© 1993 Chris Gray Enterprises, Inc.
Published by Electronic Arts

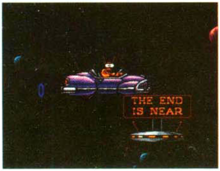
# B.O.B.™

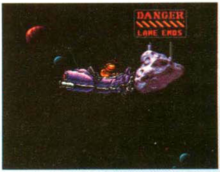
**The year is 2199. The world of robotics has expanded at an exponential rate since the advent of robotic technology in the 20th century. Robots now possess near human abilities. That brings us to the new game from Electronic Arts starring a happy-go-lucky young robot named B.O.B. We've got about 206 years before B.O.B. lives out his adventure. We'll just have to experience it in video game form for now.**

## Bob's Got a Date

After managing to borrow the family car for his hot date, B.O.B. manages to crash it into a piece of space debris and crash land on a strange asteroid. Uh-oh! He may be late for his date!

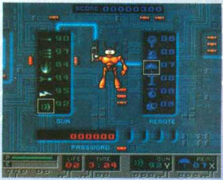






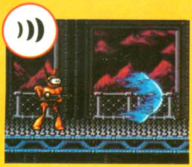
# BOSS SHOOTIN', EH?

Since it is the future, what robot would be complete without a neat set of weapons and electronic gadgetry to use? B.O.B. is fully programmed and knows how to handle each of the Items he finds. This brings us to the question: Are *you* ready?



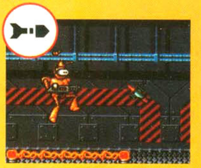
## WAVE

The Wave is one of B.O.B.'s favorite weapons. It has long range, excellent power and cuts a wide swath when B.O.B. pulls the trigger. It's devastating!



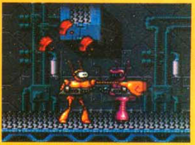
## ROCKETS

These little red hummers will seek the closest target that is giving off some sort of heat. However, at times, it's hard to get them to go where you want them to.



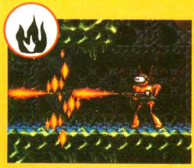
## PACK A PUNCH

By pressing the A Button, B.O.B. will make a fist and send it flying. It's a good idea to conserve your firepower, so using the fist on lesser enemies is an extremely good idea.



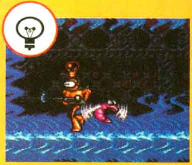
## FLAME-THROWER

Very effective against organic enemies, but not so effective against mechanical beings, the Flame-Thrower should be used sparingly or only if you don't have other weapons.



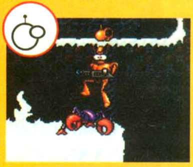
## FLASH

The blinding light emitted from this Bulb will allow B.O.B. to sneak by enemies without getting touched. Its power lasts for about eight seconds. Use them if you're out of ammo.



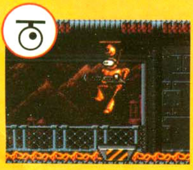
## FLOATING BOMB

This Bomb takes a second or two before it explodes, but when it does, it will take out any enemy on screen. It doesn't harm B.O.B., though. His armor has great resistance.



## HELICOPTER HAT

B.O.B. will be able to float around for five seconds with the help of the Helicopter Hat. Use one if you need to float up or down to an Item, or if you need to avoid enemies.



## MORE ITEMS IN B.O.B.'S ARSENAL

B.O.B.'s not done showing off what he's got to offer. Far from it, in fact. Check out some of these most excellent Items!

### SINGLE-SHOT

This is the weapon that B.O.B. starts off with. It's fairly weak, but is useable.

### TRIPLE-SHOT

This Power-Up yields a medium-powered weapon that cuts a rather wide swath.

### BOLT

The Bolt weapon is similar to the Single-Shot, but it has much more power.

### SHIELD

For a full eight seconds, B.O.B. will enjoy invincibility. Use it only in a crisis.

### UMBRELLA

If B.O.B. is falling, using the Umbrella will slow his fall tremendously.

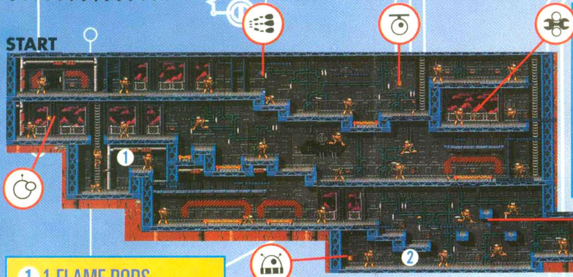
### TRAMPOLINE

B.O.B. has limited jumping ability, using the Trampoline helps him reach high places.

## STAGE 1

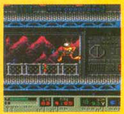
# BORG STORAGE BASE

"Man, where am I?" exclaims B.O.B. as he is warped into the Borg Storage Base. It doesn't really matter where he is, he knows he needs to get out!



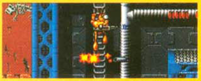
### WRENCH

Snagging a Wrench will fully recharge B.O.B.'s energy level.



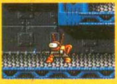
### ① 1 FLAME PODS

Don't fall down through the hole here. You'll get burnt. Crawl slowly down the ladder.



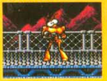
### ② CROUCH & SCOOT

Press Down to make B.O.B. crouch. He can now make it through this tight passage to get the Shield Item.



### DO A LITTLE DANCE

When B.O.B. reaches and enters a swirling orange teleporter, he'll be able to rejoice because he's reached the end of the stage!



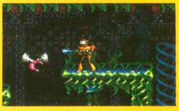
## STAGE 2

# BUG HOLE

"Get a load of this place!" are the first words out of B.O.B.'s voice activator when he enters the Bug Hole. What creepy creatures will he encounter here?

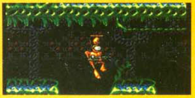
### OFF ENEMIES

Reaching the swirling orange teleporter is B.O.B.'s top priority, but taking out the enemies comes first because they stand in his way!



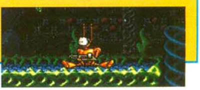
### ② LAVA PITS

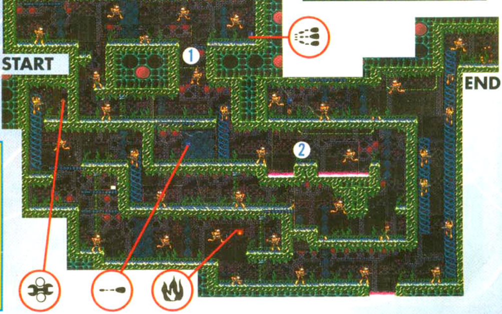
B.O.B. doesn't want to take a dip in a lava pit. He can jump over most of them.

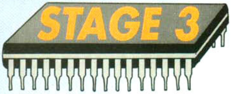


### ① WATCH THE DROP!

If B.O.B. falls too far, he'll suffer and lose some of his energy. Use an Item like the Umbrella to float down slowly.





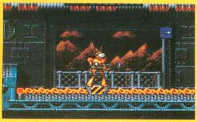


# BORG OUTPOST

The Borg Outpost, while not oppressively difficult, has more enemies and obstacles to contend with than the previous two stages. Study the map and be sure to pick up all of the Items that are available.

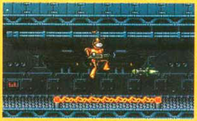
## 1 PLATFORM RIDE

Wait by this electrified pit until a platform comes along. It won't come all the way over to the edge, so you'll have to leap for it.



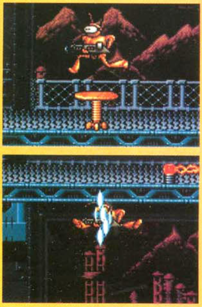
## 2 HANG OUT

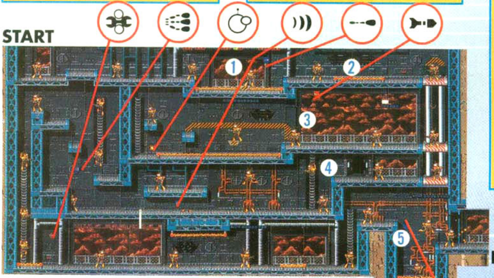
Jump up and grab onto the girder above this electrified section. B.O.B. will set his fast fingers in motion to avoid the danger.



## 3 HIGH JUMP

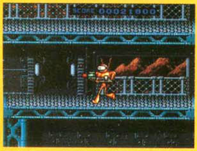
In order to get up to the Rocket weapon in this area, position B.O.B. directly underneath it and use one of your Trampolines.



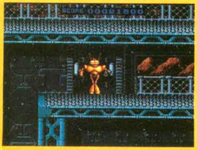


## 4 RECHARGE B.O.B.

Any time you come across a Recharger like this one, press Up and get into it. B.O.B.'s energy level will be fully replenished.



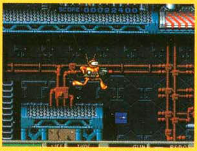
"Excuse me for a second, please."



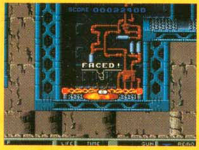
"Ahh, power. Feeling much better now!"

## 5 IT'S A TRAP

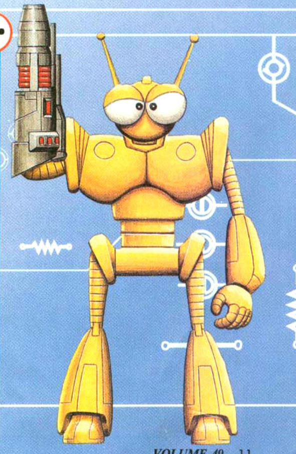
Don't get lured into this area by the lowly Single-Shot weapon. It's a trap. The floor is electrified! Jump far out to the right.



"Cool. I might as well get the Single-Shot."



"Maybe that wasn't such a good idea."



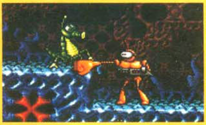
# STAGE 4

# BUG HILL

Bug Hill is a fairly large stage and it's also where B.O.B. will begin to see a jump in the difficulty level of his quest for transportation. He'll really be sorry that he crashed the family car after this level.

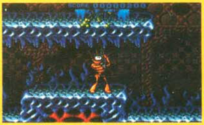
## PUNCHING BAGS

The Snout Monsters make excellent punching bags. You can easily duck under their fire and let 'em have the ol' one-two!



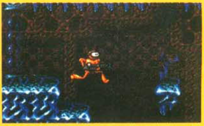
## ② GET 'EM FROM BELOW

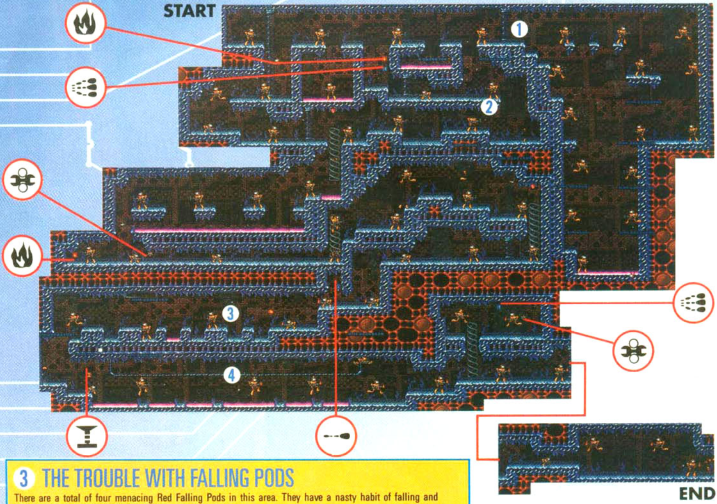
B.O.B. will be able to nail enemies by shooting his weapons through walls and up through floors. Blow 'em away if you see 'em!



## ① WRONG WAY!

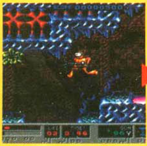
There's no reason for B.O.B. to do any exploration in this vast open area. It's a dead end. B.O.B. might run out of time, too!



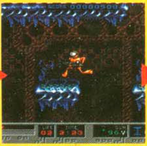


## ③ THE TROUBLE WITH FALLING PODS

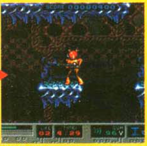
There are a total of four menacing Red Falling Pods in this area. They have a nasty habit of falling and affixing themselves to B.O.B.'s head.



Jump up and shoot the Red Falling Pods from a distance.



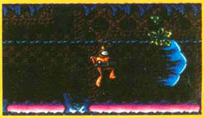
Jump to the next ledge and set up for the next Red Falling Pod.



Ugh! B.O.B. gets faced, so to speak. Arrgh!

## ④ HANG & SHOOT

Grab the vine and high-tail it to the other end of the lava pit while blasting enemies.



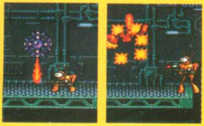
# STAGE 5

# BORG PARTY ROOM

More so than the previous stages, the Borg Party Room offers B.O.B. a chance to make it to the swirling orange teleporter by taking different routes. Keep in mind that the Borg Party Room is no party. It's difficult!

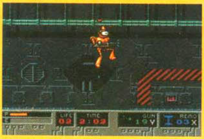
## ① FIRE LAUNCHERS

The fire that shoots out from the Fire Launchers doesn't travel too far. Blast them!



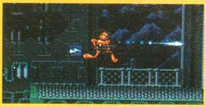
## ② ROUTE CHOICE

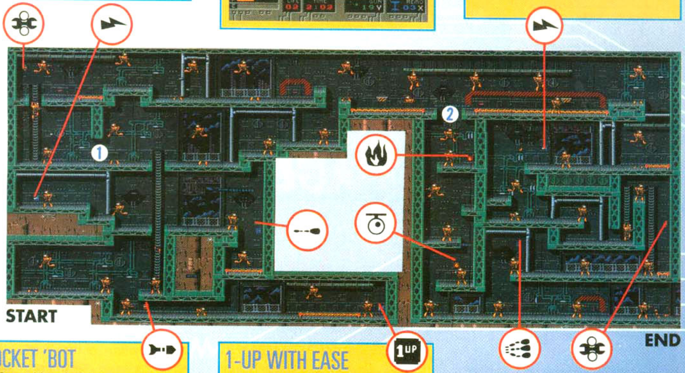
B.O.B. can choose to take the easy way out by dropping from the girder into this area.



## BOLT POWER

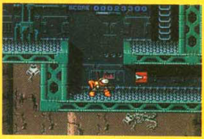
If B.O.B. doesn't have the Wave, he should get and use the Bolt weapon. It's good, too!



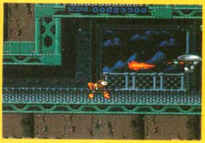


## ROCKET 'BOT

B.O.B. can pick up the Rocket weapon almost immediately after entering the Borg Party Room. Use them on more difficult enemies.



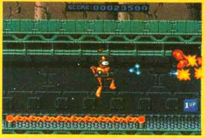
"Oh, yes. The Rockets will be mine."



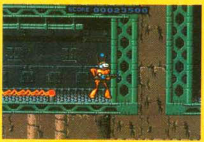
"Seek and destroy, Mr. Rocket!"

## 1-UP WITH EASE

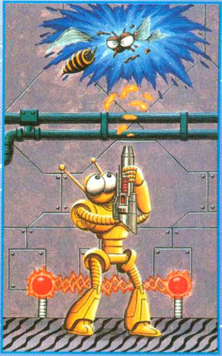
After snagging the Rocket, continue on to the right and blow away the Hovering Blaster and Laser Cannon. Waiting for you will be a 1-Up!



BOOM! The Laser Cannon bites the dust.



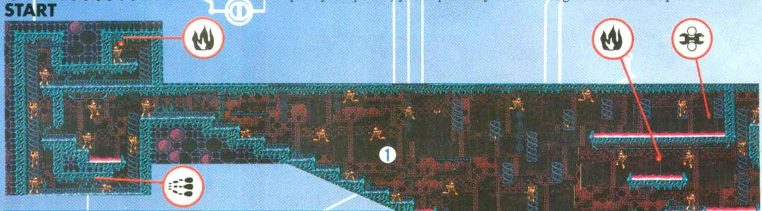
"Whoa, Nellie! I've 1-Upped myself!"



## STAGE 6

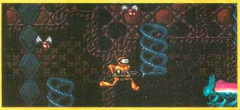
# BUG NEST

With the appropriate amounts and types of firepower, making it through the Bug Nest can be quite easy. However, the opposite is true also. If you don't have quality firepower, you'll probably have a tough time. Stock up!



### ① FLYING GNATS

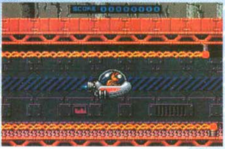
The Flying Gnats aren't too intelligent. They just fly back and forth and if they happen to bump into something, they're happy. It's usually not necessary to shoot them unless there are many in the area ganging up on you.



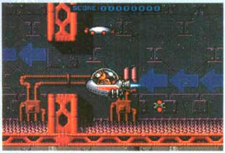
## STAGE 7

# B.O.B. SLED

Can B.O.B. prove himself worthy as a driver by piloting this sled? He'll have to in order to make it out of this stage.



Stay out of the electrical fields. B.O.B. won't last long if he touches them.

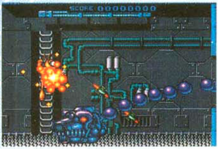


It's a race to the finish, but you should pause long enough to pick up the energy-restoring Wrench.

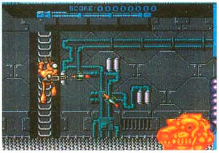
## STAGE 9

# BORG SNAKE

B.O.B.'s first boss confrontation shouldn't take too long. Pelt the Snake with the Rockets that you just picked up.



Use the ladder in the Snake's pit as a means to avoid the Snake's attack and fire away!

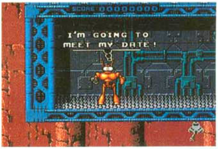


B.O.B. will undoubtedly sustain some damage, but the Snake should take on more.

## STAGE 14

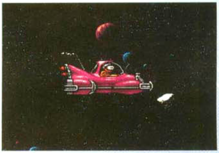
# SPACEPORT

B.O.B. thinks he's made it when he finds another car. Unfortunately, it turns out to be a piece of junk and he crashes onto another asteroid.



I'M GOING TO MEET MY DATE!

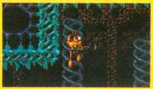
Not so fast, loverboy! You've got to find a car and find her first.



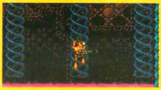
A single piece of space debris is more than enough to do this junker in.

## CLIMB AND DROP

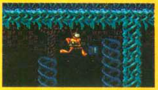
The "ladders" in the Bug Nest's central section can be tackled by climbing one and then jumping to the next.



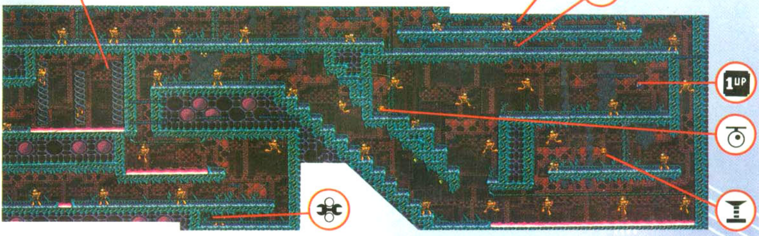
Up the ladder goes B.O.B. All the way to the top.



"Whew! Made it. Gotta make that third ladder. Up I go again."



"He's goin' for the Triple-Shot weapon. Yes, he gets it!"

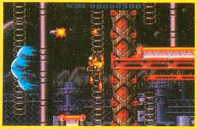


# ANCIENA AND ULTRALAND AWAIT!

Well, so far, B.O.B. has been doing alright. The world of Goth wasn't too much trouble for our robotic hero. That surely won't be the case on the worlds of Anciena and Ultraland. You'll have to play the game to believe the stuff that B.O.B. will encounter!

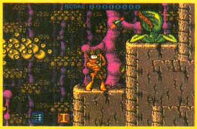
## POWER IT UP!

It will be crucial for B.O.B. to use his weapons and Items sparingly. He'll need all the firepower he can get. Use your fist to punch!



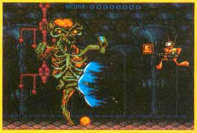
## MORE WEIRDNESS

Throughout the remaining stages, B.O.B. will consistently run across enemies that are just as odd-looking as he is.



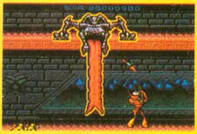
## DEATH BOSS

Make sure you have a few Shields when you go up against the Death Boss. Shoot at his decomposing body and then go for the skull.

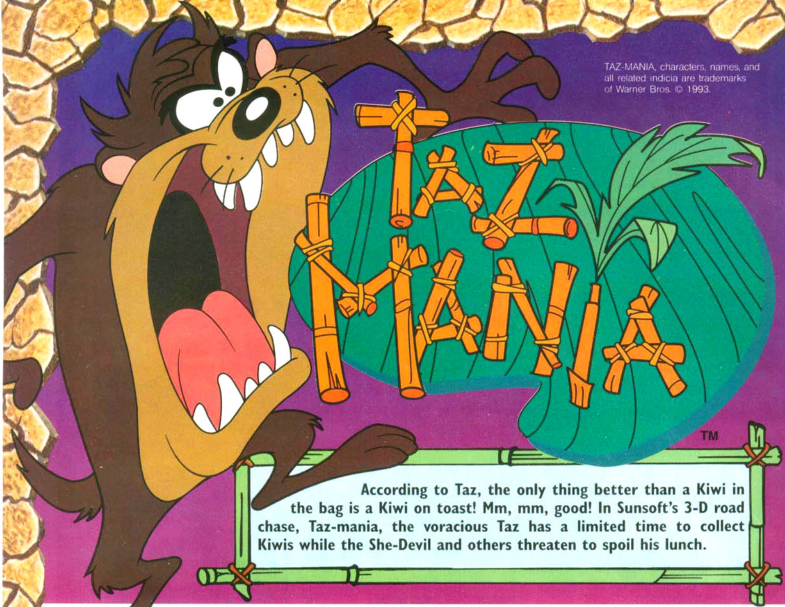


## POPEYE BOSS

Stay out from under the Popeye Boss' tongue because its acidic drool will damage B.O.B.'s golden hull. Pound it with Rockets.



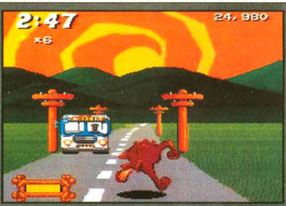
TAZ-MANIA, characters, names, and all related indicia are trademarks of Warner Bros. © 1993.



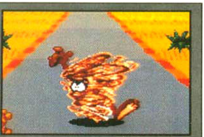
# TAZ MANIA™

**According to Taz, the only thing better than a Kiwi in the bag is a Kiwi on toast! Mm, mm, good! In Sunsoft's 3-D road chase, Taz-mania, the voracious Taz has a limited time to collect Kiwis while the She-Devil and others threaten to spoil his lunch.**

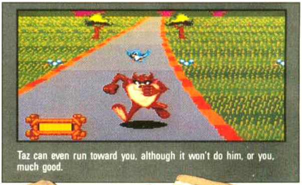
With 18 stages in five Acts, and bonus rounds between each Act, Taz-mania has a lot of ground to cover. Taz can make it if he fills up on Kiwis and stays out of the clutches of characters like Bullgator and Axl, the She-Devil and a giant pterodactyl. But that's not all that Taz has to worry about. Hazards along the road can squash him, from tourist buses to Didgeri Dingo delivering dynamite! Even the view can turn against you, that is if Wendal T. Wolf leaps on Taz's back and covers the screen with his hands. What Taz has going for him is speed, a great jump, his patented tornado spin and a seemingly inexhaustible supply of food on the hoof and on the wing. The 3-D road-race game view has some ups and downs, too, like hills and holes! Of course, nothing says you have to stay on the road. If Taz sees a tasty morsel in the outback, he can go walk-about. Taz-mania is really a chase against the clock, which means that practice pays off. It may not be as challenging as some games, but the fun factor is fantastic!



The 3-D courses twist and turn over hills and rivers and crossroads.



Blow through obstacles with the Taz Tornado.



Taz can even run toward you, although it won't do him, or you, much good.

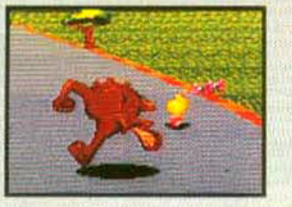
BAD TO
THE BONE

# TAZ'S TECHNIQUES

When you go Kiwi hunting with your bare hands, you've got to know something about Kiwis, Kiwi habitat, and proper Kiwi catching techniques. Taz may be the perfect Kiwi-collector, but most players wouldn't know a Kiwi from a coconut when they start playing. Kiwis are small, yellow, fast and smart. That's the basics. They stop on a dime, suddenly spurt ahead, and dodge with the speed of greased lightning.

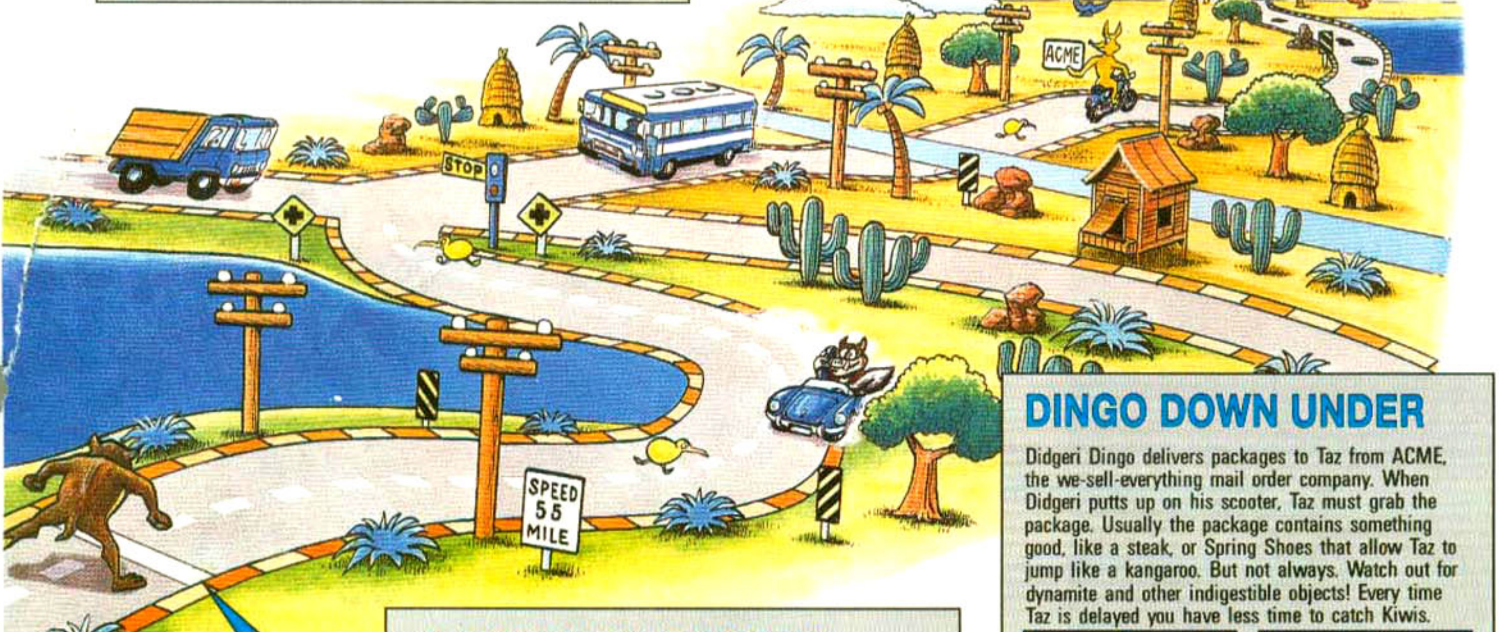
## CASE THE KIWI

Later in the game, the Kiwis become harder to catch, smarter and more unpredictable. To cover the Kiwi's escape attempt, ease back on the speed and move quickly back and forth while making the grab.



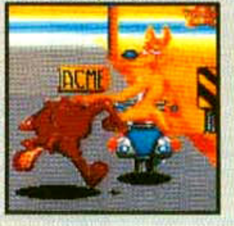
## TAZ LIKES BIRDS

Red birds give you extra time and blue birds give you points.

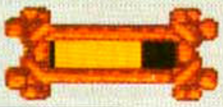


## DINGO DOWN UNDER

Didgeri Dingo delivers packages to Taz from ACME, the we-sell-everything mail order company. When Didgeri putts up on his scooter, Taz must grab the package. Usually the package contains something good, like a steak, or Spring Shoes that allow Taz to jump like a kangaroo. But not always. Watch out for dynamite and other indigestible objects! Every time Taz is delayed you have less time to catch Kiwis.



## A TAZ HEADACHE



Obstacles that can slow Taz down range from speeding vehicles to lakes and rivers. Small objects beside the road may just damage Taz slightly, but sign posts and trees will flatten him!

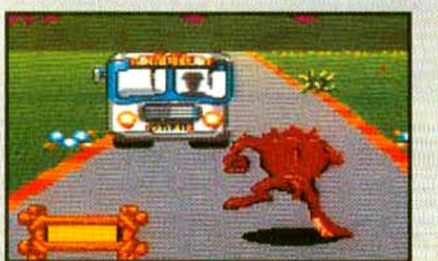
## UP OVER/ DOWN UNDER

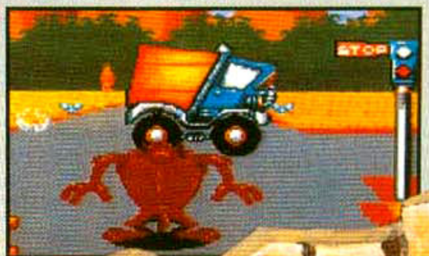
Each of the courses has its own topography. The courses repeat, so you can memorize them and be prepared for upcoming Taz-hazards.

## TAZ IN TRAFFIC

Various vehicles speed along the highways of Tasmania at extreme velocities. Tourists in buses and cars, hoping for a glimpse of a rare Tasmanian Devil, may end up with real Taz bumper stickers.

Other vehicles charge out in the middle of intersections. You can dodge around the vehicles or leap over them. If you jump at the top of a hill, you can avoid being squashed by an oncoming vehicle.





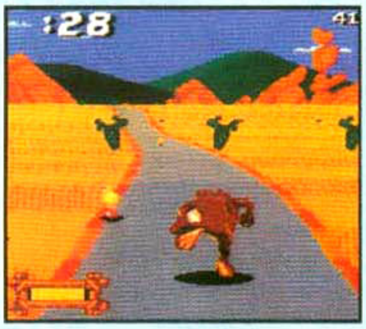
BAD TO THE BONE

# HITTING THE ROAD

You're on the road, a Kiwi running free just in front of you. Adrenaline surges through your body! The thrill of the hunt! It's a battle of wits and reflexes, you against an eight ounce bird! Here are a couple of things to keep in mind. Keep the Kiwi in front of you. If you pass a Kiwi and it is no longer shown in the rearview window, keep racing ahead. Grab red birds to increase your time on the course. Salivate at all times!

## BONUS STAGES

Catch all the tucker you can in the bonus stages after each Act. Get an extra Continue with 100,000 points.



### ACT 1: KIWI GRAB

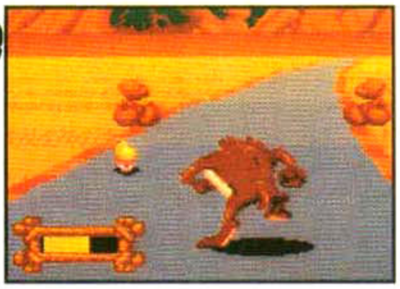
You have only one minute to gobble as many Kiwis as you can catch.

### ACT 2: BUSHRAT BRUNCH

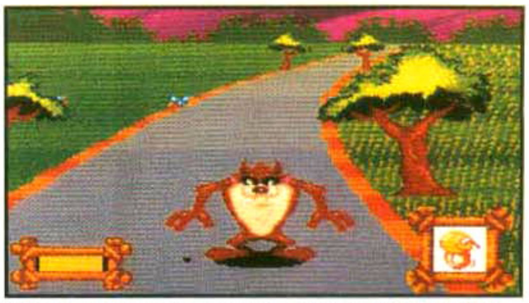
Increase your score by thousands of points by catching bushrats by the bunch.

### ACT 3: BIRD BATH

Bag a bevy of blue birds for bonus points after completing Act 3.



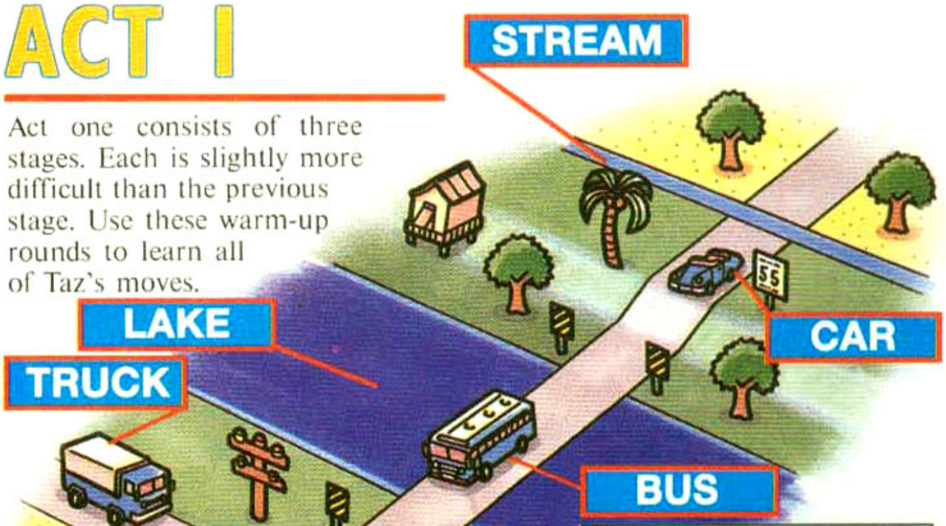
When a Kiwi is at the edge of the road, run alongside it. Then, when Taz is even with the bird, dodge sideways to grab it. This is one of Taz's favorite moves!

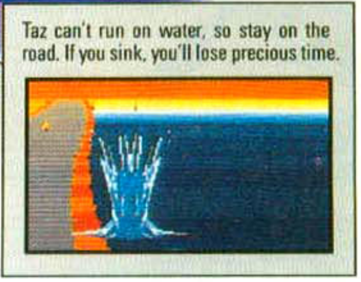


From time to time, you may miss your grab, leaving the Kiwi behind. If you see him in the rearview window, stop, let him catch up, then chase him again.

## ACT 1

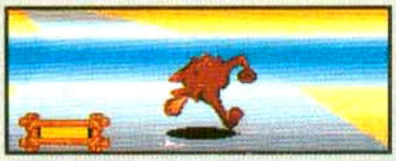
Act one consists of three stages. Each is slightly more difficult than the previous stage. Use these warm-up rounds to learn all of Taz's moves.



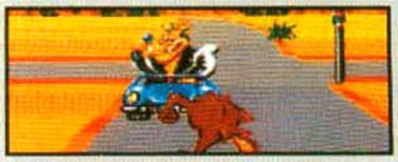


Taz can't run on water, so stay on the road. If you sink, you'll lose precious time.

No worries, mate. This stream is only deep enough to wet Taz's toes. Some other streams are too deep to run through.



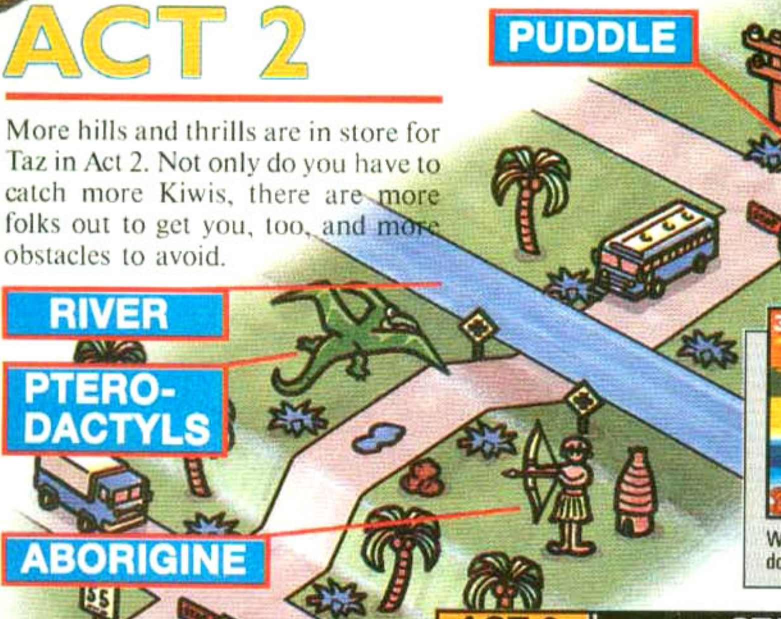
On flat areas, you'll be able to see most of the vehicles as they approach. As a rule, jump over intersections with stop signs.



| ACT 1 | STAGE TITLE | KIWI COUNT | TIME |
|---|---|---|---|
| LEVEL 1 | MAIN COURSE | 3 KIWIS | 3 MIN |
| LEVEL 2 | THE OUTBACK | 5 KIWIS | 3 MIN |
| LEVEL 3 | KIWI CROSS | 7 KIWIS | 3 MIN |

# ACT 2

More hills and thrills are in store for Taz in Act 2. Not only do you have to catch more Kiwis, there are more folks out to get you, too, and more obstacles to avoid.



Pterodactyls—When this raptor appears, keep moving left and right as you run.

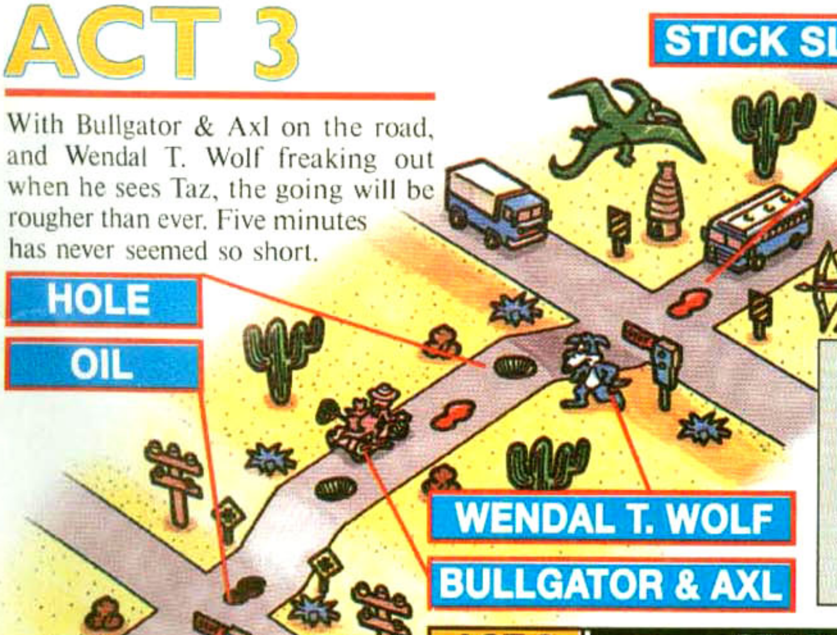
Water—Shallow water slows you down, but only for a moment.

She-Devil—The She-Devil is in love with Taz. If she gets you, you're through.

| ACT 2 | STAGE TITLE | KIWI COUNT | TIME |
|---|---|---|---|
| LEVEL 1 | JUNGLE JUMP | 7 KIWIS | 4 MIN |
| LEVEL 2 | RAINY DAZE | 9 KIWIS | 4 MIN |
| LEVEL 3 | JUNGLE NIGHT | 11 KIWIS | 4 MIN |

# ACT 3

With Bullgator & Axl on the road, and Wendal T. Wolf freaking out when he sees Taz, the going will be rougher than ever. Five minutes has never seemed so short.



Wendal—Wimpy Wendal can't bear for you to see what's ahead. Shake him off using the Tornado spin.

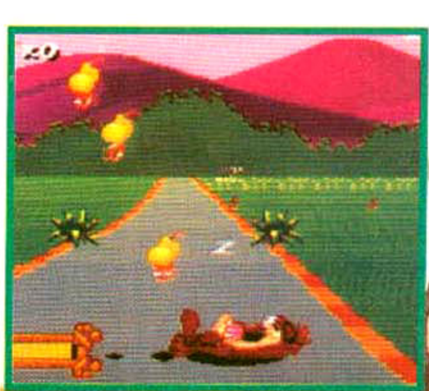
DO NOT FEED THE ANIMALS
TAZMAN

Bullgator & Axl—When this sidecar sideshow turns up, it means trouble. Tornado spin through them, or Taz may end up in the slammer.

| ACT 3 | STAGE TITLE | KIWI COUNT | TIME |
|---|---|---|---|
| LEVEL 1 | DESERT DESSERT | 9 KIWIS | 5 MIN |
| LEVEL 2 | CRAZY CANYONS | 11 KIWIS | 5 MIN |
| LEVEL 3 | WENDAL WOODS | 13 KIWIS | 5 MIN |

| ACT 4 | STAGE TITLE | KIWI COUNT | TIME |
|---|---|---|---|
| LEVEL 1 | MOUNTAIN MAYHEM | 11 KIWIS | 6 MIN |
| LEVEL 2 | SNOWY RIDGE | 13 KIWIS | 6 MIN |
| LEVEL 3 | WACKY LAND | 15 KIWIS | 6 MIN |
| BONUS | KIWI GRAB 2 | | 1 MIN |

| ACT 5 | STAGE TITLE | KIWI COUNT | TIME |
|---|---|---|---|
| LEVEL 1 | INTERSTATE IDIOCY | 15 KIWIS | 6 MIN |
| LEVEL 2 | LOONY TOON TOWN | 17 KIWIS | 6 MIN |
| LEVEL 3 | THE ROAD HOME | 20 KIWIS | 6 MIN |



# SUPER CAS

# VEGAS STAKES™

© 1993 HAL/NINTENDO

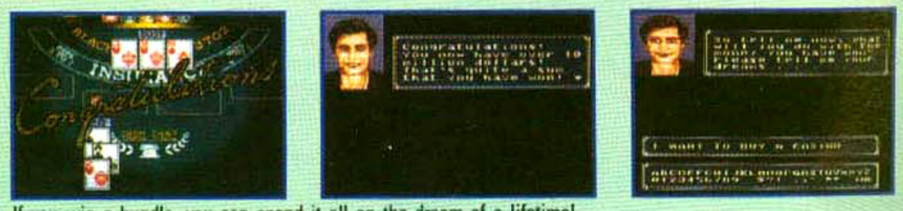
***Now you can join the high rollers with two casino simulations for the Super NES! Nintendo's Vegas Stakes takes***

## THE VEGAS STRIP

Welcome to Las Vegas, home of big spenders, glitzy nightclub acts and thousands of people hoping to get filthy rich. Nintendo's classy casino simulation includes five of the most popular games, a four-player option, Super NES Mouse compatibility and battery backed-up memory to save your winnings!

## BREAK THE BANK OR LOSE YOUR SHIRT

The Golden Paradise is your first stop. With one thousand dollars burning a hole in your pocket, you can play the Slots, Seven Card Stud Poker, Black Jack, Craps, or Roulette. For bigger maximum bets, head out to the other casinos!



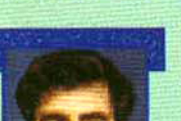
Congratulations! You now have over 10 million dollars! That's quite a sum that you have won!

If you win a bundle, you can spend it all on the dream of a lifetime!

## GET THE LOWDOWN

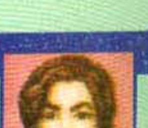
Your four traveling companions can give you good advice, general tips, or nonsense advice. It's up to you to decide which is which. The only advice that makes a real difference, however, is for playing Poker and Blackjack, because these are progressive games that deal in probability. The other games are random and luck is the key.

### CLIFF



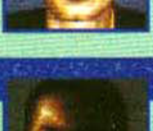
Cliff gives solid advice at Blackjack. Like all the companions, he will advise you to Raise, Call, or Fold at Poker according to your hand.

### MARIA



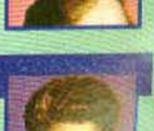
Maria plays by instinct when it comes to Blackjack. She gives the same advice as the other companions for Craps and Slot Machines.

### ISABELLE



Isabelle is a shrewd card player when it comes to Blackjack. The advice you get can be at any of four levels of computer intelligence.

### RICHARD



Take Richard's Blackjack advice with a grain of salt. Keep in mind that specific betting tips for Roulette and Craps seldom payoff.

# INO GAMES

*the form of an adventure while Super Caesars Palace from Virgin Games proves to be a gambler's mecca.*

## WHERE TO VISIT IN VEGAS

### THE HIDEAWAY

On the wrong side of the tracks you'll find the Hideaway—a dive that should be your last resort. With minimum bets of $1 you can play here all night.

### GOLDEN PARADISE

You'll begin your Vegas adventure in paradise—the Golden Paradise—with $1,000. Blackjack bets start at $20 with a maximum limit of $250.

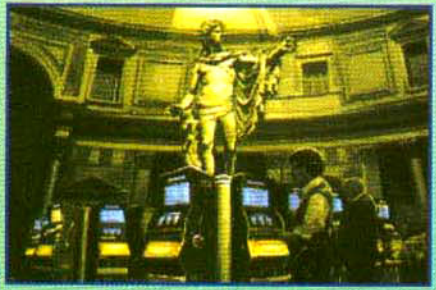
### BUFFALO HEAD

The Wild West lives at the Buffalo Head! Bets range from $50 to $500. You can hit a gold strike or a bust faster than you can say stampede!

### THE 2020

A minimum bet at the futuristic 2020 runs $100. The maximum bet will put you back $1,000. One hour of gambling here may cost you for years to come.

### LAUREL PALACE



The glory and decadence of ancient Rome thrives again at the luxurious Laurel Palace. Here you'll be a high roller with the sky as the limit!

# PUT YOUR MONEY DOWN

The steaks may be cheap in Vegas, but the stakes at the gambling tables can cost you everything! Skill helps you win at Blackjack and Poker while Lady Luck makes the throw at Craps, Roulette and on the Slot Machines. Start out at the Golden Paradise or Buffalo Head with your stake of $1,000. Play smart and move on to the 2020.

## BLACKJACK

To Stand or to Hit, that is the question. Vegas Stakes uses a one deck shoe and you can Double, Split, or buy Insurance on given hands.

## SLOT MACHINES

If you feel lucky, drop between one and five coins in the Slots then pull the lever. View winning combinations in the advice window.

## ROULETTE

Place your bets on single numbers, combinations, black or red and then let the wheel spin. Your chance of winning increases as the payoff decreases.

## CRAPS

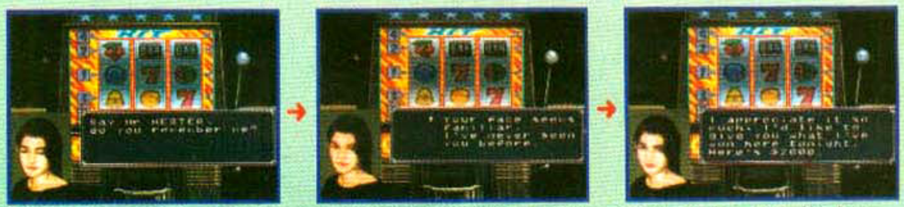
Study the rules of Craps before throwing the die. Not only is the betting complicated, but Craps is also a game of pure random chance.

## POKER

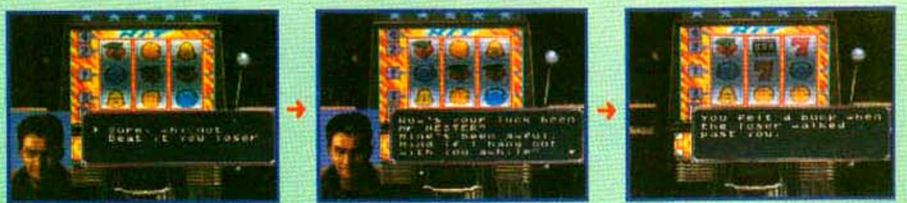
You can make a fortune quickly playing Seven Card Stud. You don't need a poker face, but you do need to know the odds of getting a winning combination.

# A SUCKER IS BORN EVERY MINUTE

One of the most interesting parts of Vegas Stakes is the adventure element. During the course of your gambling, various characters make propositions to you. Some ask you to buy a lottery ticket or a supposedly valuable item. Others may ask for donations. In some cases, a person simply asks a question. The results of these encounters can take three forms: you gain nothing, you lose a lot of money, you win a lot of money. The results are decided by a random element. Play it safe by being polite but don't give away large amounts of cash.



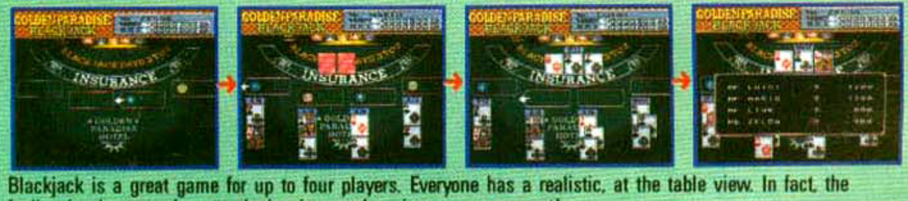
Politeness can pay off, particularly during encounters in which the person doesn't ask for money. You have nothing to lose, so pretend to be the person's friend. Gratitude often takes the form of cash.



Be wary of things that go bump in the night. Pickpockets roam the casinos. Sometimes they approach you under the guise of friendship. In this case, don't get too close.

# FUN FOR FOUR

One, two, three or four players can hit the tables in Vegas Stakes' multi-player, alternating action. Poker is the only game that has no multi-player option, because there is no way to hide your cards. Since Vegas Stakes is Super NES Mouse compatible, players can use both a regular Controller and a Mouse.

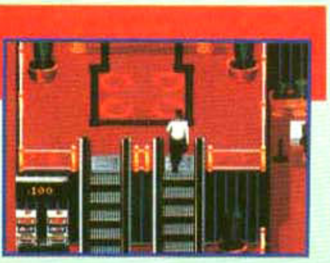


Blackjack is a great game for up to four players. Everyone has a realistic, at the table view. In fact, the feeling is about as close to playing in a real casino as you can get!

© 1993 Virgin Games, Inc.

# Super CAESARS PALACE™

## GLITZ & GLAMOUR



Super Caesars Palace from Virgin Games takes you through the doors of the world's most famous casino, Caesar's Palace in Las Vegas. Although nothing compares to the flash of the real thing, Super Caesars lets one player roam the floor and try eight different games of chance.

## EIGHT WAYS TO WIN

Super Caesars Palace offers Horse Racing, Keno, Red Dog and Video Poker—games that you won't find in Vegas Stakes. What you won't find in Super Caesars, however, is the adventure element or the advisors. The play control is less intuitive than Vegas Stakes, which may cost you money in mistakenly placed bets.

### RED DOG

Bet that the third card will be between the first two. A tough game!

### ROULETTE

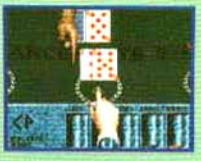
Spin and win, if you're lucky. Roulette pays big for a small wager.

### CRAPS

Cover the Horn, bet on the Don't Pass Line, or play the Hardway!

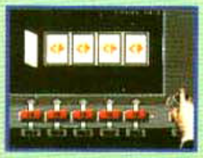
### BLACKJACK

You can Double, Split and Insure your bet against the House.



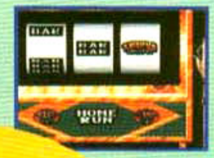
### VIDEO POKER

Five Card Draw vs. the machine. No raises. No calls. No folds.



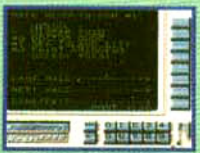
### SLOTS

A.K.A. one-armed bandits, the Slots have different minimum and maximum bets.



### HORSE RACING

Want to play the ponies? Pick one and watch the results come in.



### KENO

Buy a card, pick ten numbers and hope they match the drawing.

$500,000 KENO

7 7 7
500
200
50
Anything
20
7
BAR
7

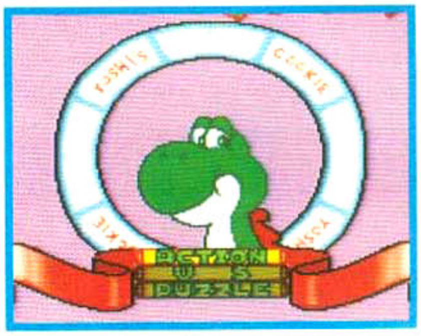
# YOSHI'S COOKIE™

© 1993 Bullet-Proof Software
© 1992, 1993 Nintendo

*Hey, puzzle-munchers! You haven't lived until you've tried my first puzzle game for the Super NES—Yoshi's Cookie. What a great name! Hope you're hungry for a challenge.*

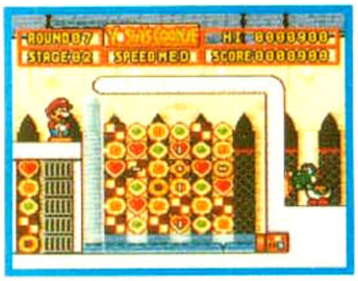
## SUPER COOKIES

There's nothing half baked about Bullet-Proof Software's Super NES version of Yoshi's Cookie. Sure it has better graphics and sound than the NES and Game Boy versions reviewed in the April Nintendo Power. The basic game is the same, but the added options make this version "super" in more ways than one. The two-player VS. option really cooks. But the best part is the new Puzzle option. The 100 puzzles are like 2-D Rubik's Cubes (Rubik's Squares?) You'll eat it up!



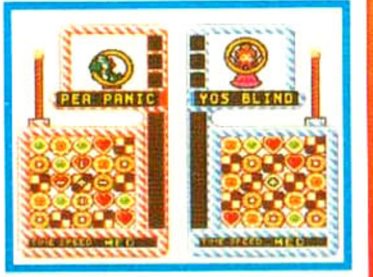
### ACTION

Line up rows or columns of similar cookies so they cascade (or disappear) off the screen. The more cookies you cascade, the better the score.



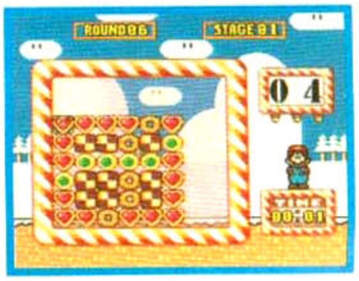
### VS.

Challenge a computer controlled character or one controlled by a friend. The four characters each have their own strengths and strategies.



### PUZZLE

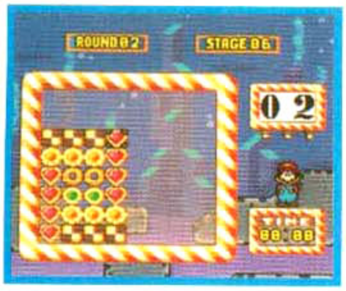
Each of 100 preset puzzles must be solved in just a few well-chosen moves. High scores are achieved by cascading all the cookies at one time.

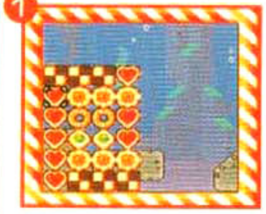


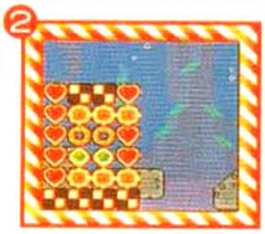
# PUZZLE PARADISE

Alexey Pajitnov, the creator of Tetris, is the inspiration for an entire genre of video puzzles ranging from Dr. Mario to Wordtris. In the Yoshi's Cookie Puzzle Mode, Alexey has arranged the cookies to suggest possible solutions, but few of the many possible moves will result in clearing the screen. Just as a chess player plans many moves ahead, you have to be able to shift the cookies mentally and picture how the puzzle will be altered with each move. Below are a few examples.

## ROUND 2-STAGE 6

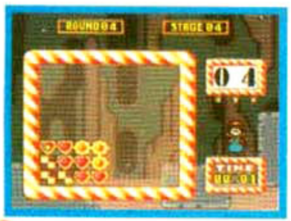


①


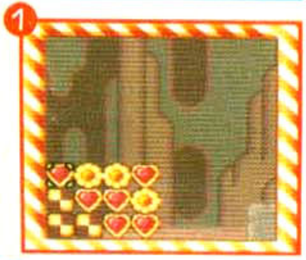
②


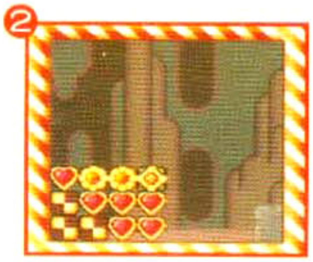
Each puzzle has a definite pattern, but finding the key that unlocks it can be difficult. Move the cursor to the second row from the top and move the row one space to the right. Then move the furthest column to the left one space up.

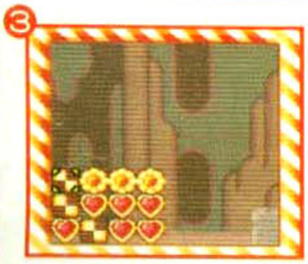
## ROUND 4-STAGE 4

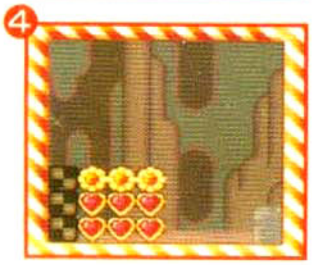


This simple-looking puzzle actually requires four moves. The idea is to stack the cookies so that one move will start the cascade. Begin by moving the top row left one space and the right column up one space. Now move the left column up once and the bottom row left one space. That's all, folks!

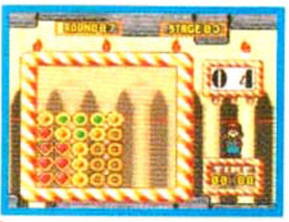
①


②


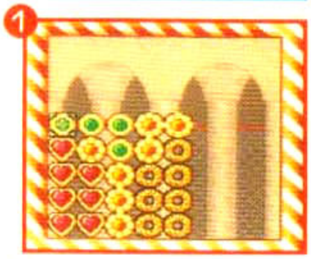
③


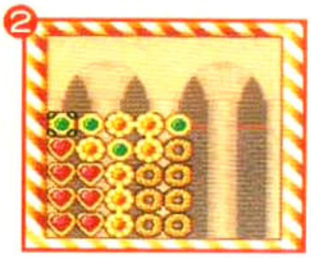
④


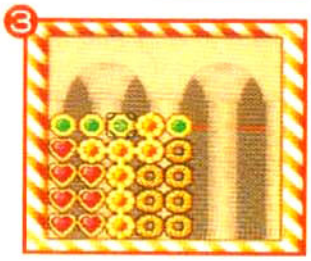
## ROUND 7-STAGE 3

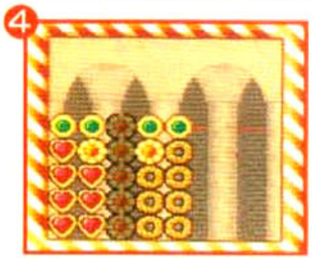


Four moves may not look like enough to clear this screen. Move the top row twice to the left. Next, move the middle column one space upward. Finally, go back to the top row and shift it one space to the left in order to line up the orange, jelly-filled cookie. That's how the cookie crumbles!

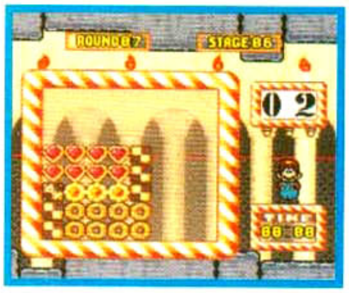
①


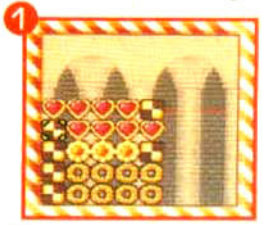
②


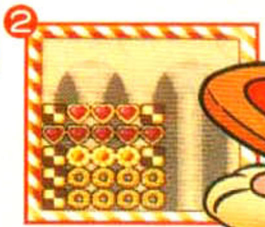
③


④


## ROUND 7-STAGE 6



①


②


Although this puzzle looks huge, it is ready to crumble with only two simple moves. The key is the second row from the top. Move that row one space to the right, then move the left column one space down. How sweet it is!

# POW

**Welcome to Nintendo Power U., the first Videoversity where you can get the facts straight. Forget all the rumors and hype you've heard about**

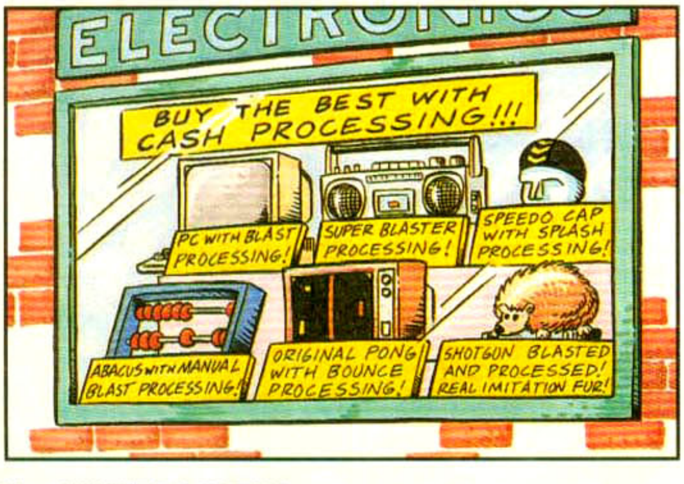
## Q: *Does the Super NES have Blast Processing?*

**A:** Sega of America's Consumer Service and their PR firm didn't have a well-defined answer when we asked them what exactly Blast Processing is. Basically what they said is that Blast Processing refers to programming techniques for fast processing used with respect to one of the microchips in the Genesis. What that really means is that programmers try to write game programs that make the best use of the hardware. Many Super NES programmers do the same thing, and so do smart programmers working in every video game and computer format. Writing a fast program can be compared to planning a car trip across town. The roads and signals are like the circuits in a game system's Central Processing Unit (CPU). You might say that the custom CPU in the Super NES is *a super highway of data.* Traffic on the roads represents the electrical signals in the CPU. Just as some routes across the city will be slower due to heavy traffic, stop lights, or people running over hedgehogs, some processing routes and memory locations will slow down a game program. So how do you speed it up? You plan a route that bypasses the traffic jams. In essence, Blast Processing means that Sega's programmers now know what they're doing. Makes you wonder how long they were stuck in traffic.

## Q: *Which is better, CD-ROM or Super FX?*

**A:** The CD-ROM and Super FX are two different video game technologies with completely different applications. Comparing them is like comparing apples to goats. The CD-ROM is a memory device allowing for the storage of over 500 megabytes of data. With that kind of memory capacity, you can make games that include digitized video footage, plus digitized speech and stereo music. CD-ROM drives are relatively expensive to make due to their precision drive mechanisms and other components.

The Super FX chip is a *custom microprocessor* that can be mass produced cheaply—for about ten bucks!—and which is small enough to fit into a Game Pak. The Super FX doesn't add to the memory of a game, but acts as a *super high speed calculator.* Functions that had to pass through the CPU can now be handled more rapidly with the Super FX. The result is that programmers can more easily make games using 3-D polygons, texture mapping, rotation of sprites and other effects.


ELECTRONICS
BUY THE BEST WITH CASH PROCESSING!!!
PC WITH BLAST PROCESSING!
SUPER BLASTER PROCESSING!
SPEEDO CAP WITH SPLASH PROCESSING!
ABACUS WITH MANUAL BLAST PROCESSING!
ORIGINAL PONG WITH BOUNCE PROCESSING!
SHOTGUN BLASTED AND PROCESSED! REAL IMITATION FUR!

What can be compared is whether or not a Super FX game or a CD-ROM game offers a new gaming experience because of its improved technology. The potential is there for both technologies. So far, the games seen on CD-ROM have done little more than add a few segments of video and improved sound. The digital graphics in Sewer Shark may look impressive at first, but the video and audio enhancements don't improve the game play. On the other hand, the Super FX adds to the game play in Star Fox *by increasing the speed and smoothness of the 3-D action.* Even when the screen is filled with enemies and obstacles there is no slow down.

In terms of dazzling visuals, the 8 megabit Star Fox can't compete with a CD-ROM game like Sewer Shark with 500 times the amount of memory. And yet the game play of Sewer Shark, in spite of its graphics and sound, comes in a fading second when compared to Star Fox. You can turn left, you can turn right, you can shoot a rat. What a blast! It just goes to show that *it's not the technology, but what you do with it that counts.*

## Q: *How come Nintendo doesn't make more sports games?*

**A:** Wake up and go to the store! *More than 50 sports titles have already been released for the Super NES* and 25 new titles are due to be released in the next few months. No other home video game system can match those numbers. It's not just quantity, though, but quality that counts for die-hard sports video gamers. Many of the critically acclaimed games, such as those from Electronic Arts like John Madden Football '93 and NHLPA Hockey '93, have been released on the Super NES. These are excellent games on any system, but they could be even better if they had been designed to make use of the Super NES's special capabilities. A good example of a sports title that makes use of the Super NES's custom hardware is NCAA Basketball programmed by Sculptured Software. They employed Mode 7 effects for scaling and rotation to bring players a *behind-the-ball view that revolutionizes sports games.* When it comes to sports excellence, let the games speak for themselves.

GOAL!
CHI PIT
0 1

# ER U.

**video game systems. This first class was designed around questions sent in by our top students of videology. Learn it. Know it. Spread it around!**

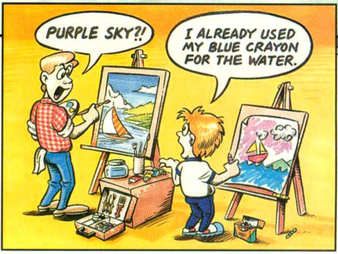
## Q: *What do all the colors on the Super NES do for me?*

**A:** Graphics aren't everything when it comes to video games, but they are critical. The game's graphics are the playing field. Can you imagine playing football or baseball without a field? How would you know if you were out of bounds? The number of colors available for use on any video game system is an important factor in determining how realistic the graphics look. With one color, you're not going to have much of a game. Like a polar bear in a blizzard, there's not much to see. With two colors you can have a game like checkers. As the number of colors increase, the complexity of the graphics can increase, too. For truly realistic images, *you need the largest color palette that you can get*! The Super NES allows programmers to choose from more than 32,000 colors and to display 256 of them at one time. Of course, programmers can use fewer colors, but problems may arise. For instance, when digitizing a photographic image, programmers must replace the millions of colors present in the photo with a set or palette of colors that are available in the computer. If you have only 16 colors to replace millions of colors, you can't help but lose most of the detail. With more colors, you'll have more and sharper details revealed in the graphics. So the message is clear enough. *More is better. Less is just less.*

## Q: *What is the speed of the Super NES?*

**A:** *System speed has nothing to do with the speed that a sprite moves across the screen.* That is a matter of programming. A plumber could move as fast as a hedgehog if programmed to do so. System speed has to do with the speed that data is processed by the CPU.

To make things really confusing, there are different measures of speed. The most commonly cited indicator is the clock speed, which controls how fast data is handled by the CPU and transferred to various microprocessors. The Super NES uses a crystal controlled oscillator—a tiny crystal that vibrates at 21.48 million times per second. That speed is far too fast for the CPU to handle, so the speed is reduced to 3.58 MHz, or a mere 3.58 million times per second. The actual transfer of data, though, is more dependent on CPU instructions than on actual clock speed. It's like a car obeying a speed limit. Your car may be able to race along at 120 mph, but in most situations you only drive 55 mph. Since CPU instructions vary with every game just as road signs vary on different routes, the actual in-use *speed of data transfer cannot be determined by measuring the internal clock alone.*


PURPLE SKY?!
I ALREADY USED MY BLUE CRAYON FOR THE WATER.

A better indicator of processing speed is Memory Access Time, because it reflects how much you can accomplish within a clock cycle. Memory Access Time is the time that it takes for the CPU to send and receive memory address instructions or the actual time required to find a word of data, or one game instruction at its location in memory. Since *the Super NES has a Memory Access Time of 279 nanoseconds* (a nanosecond being one billionth of a second), which is considerably faster than the Genesis, it can accomplish more during one clock cycle. Imagine two people playing a board game in which one player gets to take two or three moves for every move made by the other player. Who do you suppose has the advantage?

## The Super NES Vs. Sega Genesis

The independent evaluation company, Booz-Allen & Hamilton, conducted a comparison study of the Super NES and Genesis focusing on video and audio capabilities and hardware features that influence game performance. The chart below lists some of their quantitative findings.

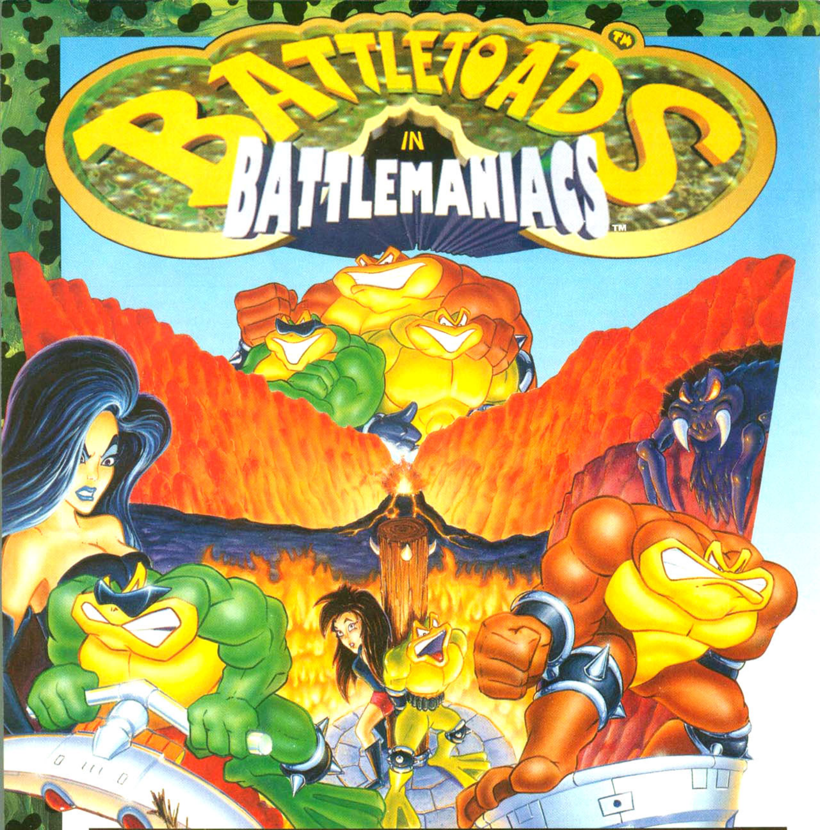
### Microprocessor & Video

| Feature | Sega Genesis | Super NES |
|---|---|---|
| CPU | MC68000 | Custom 65C816 |
| #Bits | 16 | 16 |
| CPU Clock | 7.61 MHz | 3.58 MHz |
| Memory Cycle Time | 525ns | 279ns |
| Memory | 512k bit (2 @ 32kx8) | 1024k bit (128kx8) |
| Video RAM | 512k bit (2 @ 64kx4) | 512k bit (2 @ 32k8) |
| Audio RAM | 64k bit (8kx8) | 512k bit (2 @ 32kx8) |
| Colors Available | 512 | 32,768 |
| Max # Sprites* | 80 | 128 |
| Active Video Lines / Frame | 252 | 252 |
| # Video Frames / Sec | 60 | 60 |
| Input Power | 15 watts a.c. | 10 watts a.c. |
| Controller Response | 16ms | 16 ms |
| Controller Buttons | 8 | 12 |
| Stereo Audio Comparisons | | |
| Audio | Stereo Synthesizer | Digital Stereo |
| # Bits | 8 | 16 |
| Signal / Noise Ratio | 14dB | 22dB |

* A sprite is a moving object

*Here are the conclusions of the study: "Our assessment found that both systems are very capable computers; however, the Super Nintendo has 64 times as many colors available, can process memory data 88% faster, has almost twice as much internal memory, has an audio system with less noise, and its three coprocessors give the game software designer better equipment for building faster, more complex games." Class dismissed!*

*Editor's Note: Call or write to Nintendo Consumer Service for your free copy of this report.*



## SUPER'TOADS STAR

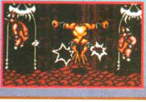
The 'Toads' Super NES adventure, developed by Rare Ltd. and published by Tradewest, is an eight-stage free-for-all that is much like the original NES game. The backgrounds are more richly rendered in this Super NES version, they've added some new major enemies and bonus stages, and the difficulty is definitely there, but it's enough like its NES predecessor that you might want to opt for Battletoads/Double Dragon if you're looking for something that's really new.

# RAGNAROK CANYON

Pimple and Rash know that the Dark Queen is behind the kidnapping. They set out to rescue Michiko and Zitz, beginning their quest in Ragnarok Canyon.

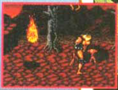
## ① TWICE THE PUNCH

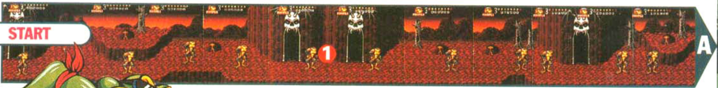
When you take on two enemies at a time and they approach from both sides, the Battletoads can do a double punch to smack both at the same time.



## ② FALLING FIRE

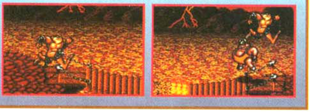
Live volcanoes in the canyon spew falling fireballs. Watch for the shadows that show where they'll land and run away so you won't end up with a fried 'Toad.

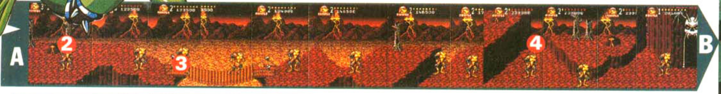




## ③ BURNING BRIDGES

Hustle over the bridges as they burn and jump the enemy guard.



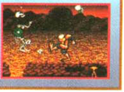


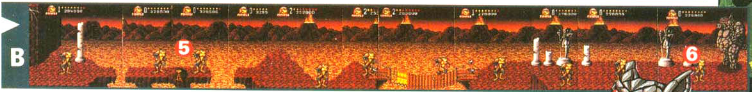
## ④ PURPLE POWER PIG

The powerful, purple pig packs a mean belly blast. Keep kicking him while he's down.

## ⑤ PACK THOSE BONES

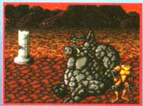
Attack these skeletons as soon as they emerge. Knock them off into the lava behind them.



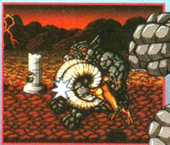


## ⑥ WHEN PIGS FLY

This big pig is made of stone, but it still flies. It freezes for a moment when it lands, so hammer the hog, then and scram. If it flies off the left side of the screen, stay to the far right and watch for its tell-tale shadow.



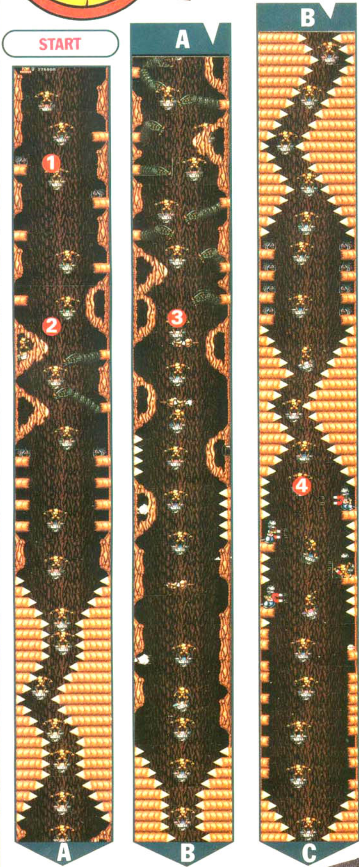
Don't get trapped under this bucket o' bacon. Wait until it lands and pummel it to pebbles.



© 1993 Rare Ltd.
Licensed to Tradewest by Rare Coin-It, Inc.

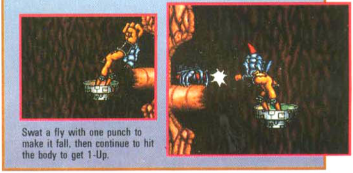
# THE HOLLOW TREE

The second stage takes the Battletoads inside a Hollow Tree, where they'll be pestered by bionic flies and slithering snakes as they pilot their jet sled.



## ❶ WICKED WASPLINGS

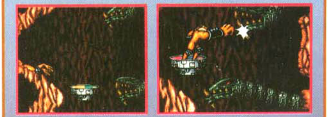
Monster flies activate as the Battletoad passes by. Attack by punching with a mighty fist or by holding the wall and throwing the sled. Continue to attack the falling fly bodies to earn a 1-Up.

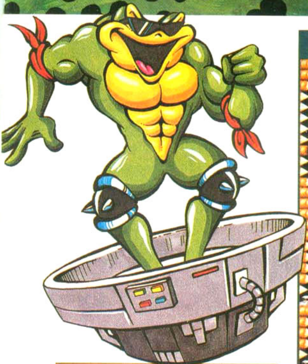


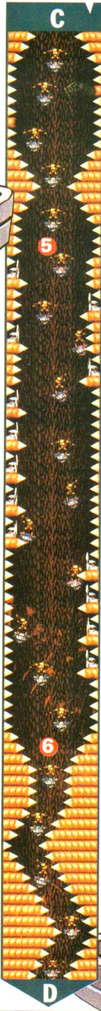
Swat a fly with one punch to make it fall, then continue to hit the body to get 1-Up.

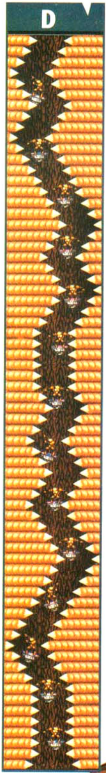
## ❷ SNEAKY SNAKES

Snakes lurk in the woodwork inside the tree. They slither out with their fangs flashing when a 'Toad nears. Concentrate your attack on their heads, which are their only vulnerable points. It's risky to get close enough to punch, so grab the wall across from them and send your sled flying.



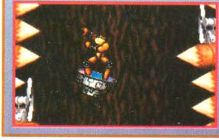






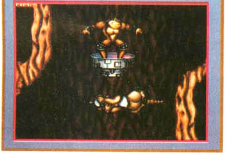
## ❺ AIR ASSAULT

More of the Dark Queen's minions operate powerful fans that blow you into the spiked wall if you aren't careful. Compensate for the big breeze, but beware—a couple of them try to pull you in instead of blasting you away.



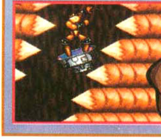
## ❸ RAT ATTACK

Daredevil Rats shoot from cannons that pop out of the walls, and they're clad in spiked armor. Trying to fight them does more harm than good, so memorize their locations on the map to the right and time your descent to avoid the rodent missiles.



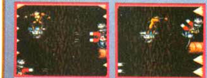
## ❻ DEATH DROP

When you reach the lower portion of the tree, you'll pick up speed—and lots of it. There are no enemies in this area, but you'll have your hands full trying to pilot your jet sled down the narrow corridor, away from the spiked wall.



## ❹ MAGNETIC MICE

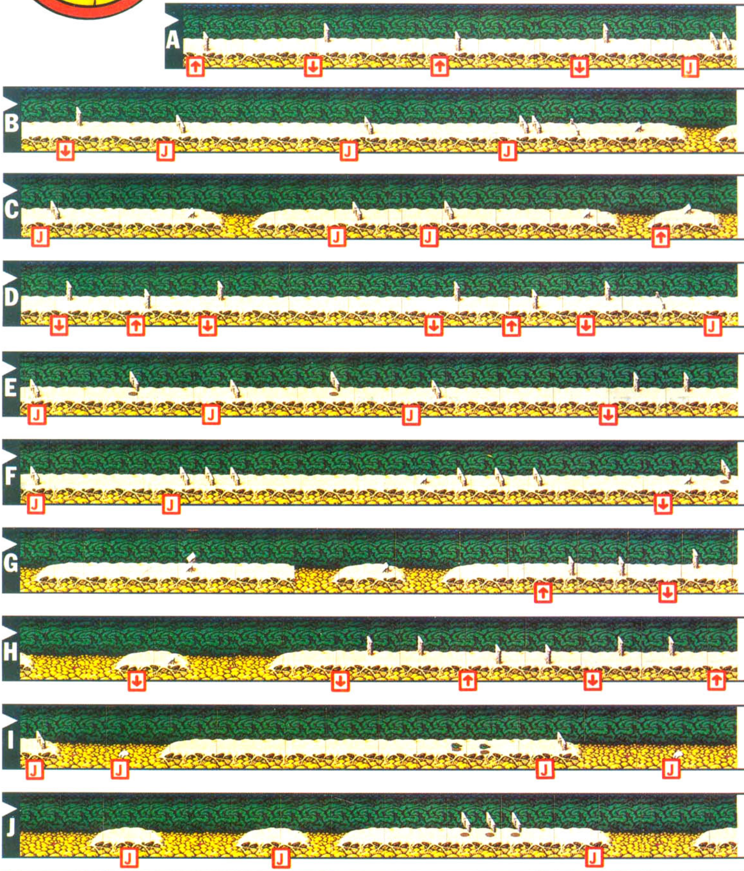
The Dark Queen's army includes a troop of mice with major magnets that have the power to draw you towards them—and into the spiked walls. You can't resist their pull, so you'll just have to prepare for the inevitable by punching away as soon as you're within arm's length.

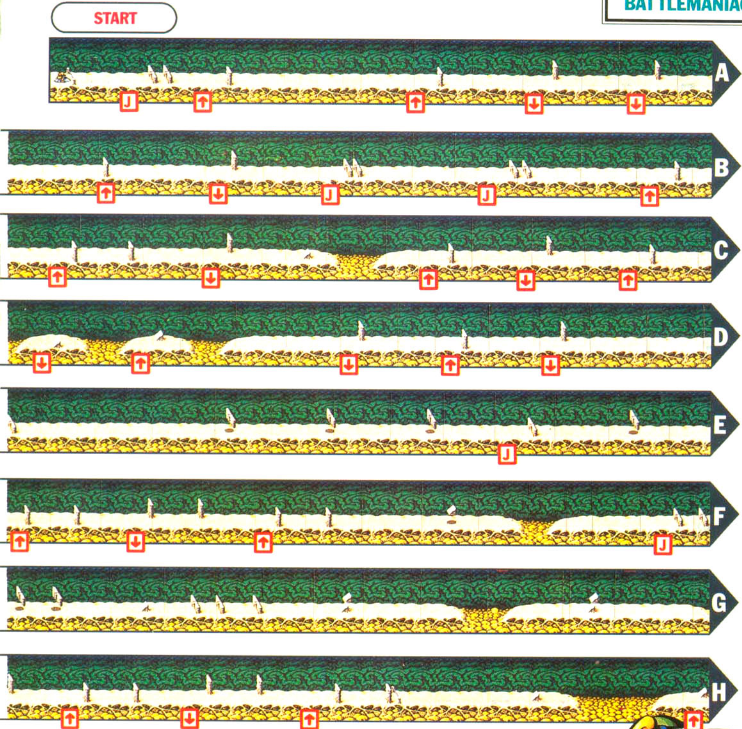


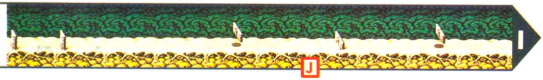
These magnetic mice will try to pull you over into the spikes. You can't resist the pull, so put up your dukes instead. Punch them out before you become a pincushion.

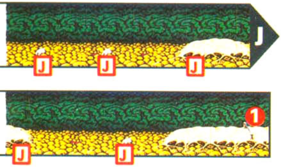
# TURBO TUNNEL

There's definitely a need for speed in the Turbo Tunnel. Check out this awesome map to see what's ahead, then hop on the Speeder Bike and hang on for dear life. Be sure to jump when you see a J.


A
↑ ↓ ↑ ↓ J
B
↓ J J J
C
J J J ↑
D
↓ ↑ ↓ ↓ ↑ ↓ J
E
J J J ↓
F
J J ↓
G
↑ ↓
H
↓ ↓ ↑ ↓ ↑
I
J J J J
J
J J J


START
A
J
↑
↑
↓
↓
B
↑
↓
J
J
↑
C
↑
↓
↑
↓
↑
D
↓
↑
↓
↑
↓
E
J
F
↑
↓
↑
J
G
H
↑
↓
↑
↑





## ① KEEP YOUR EYES ON THE ROAD

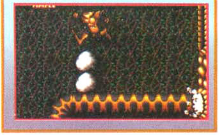
This map shows the first four sections. There are 25 obstacles in the fifth, and final, section.

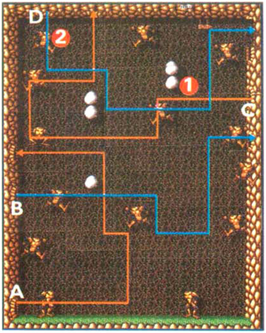
# THE SNAKE PIT

The Dark Queen's pit is positively slithering with Snakes. Hop on when they emerge and jump from Snake to Snake to reach the exit near the top of each room.

## ❶ ROCK ON

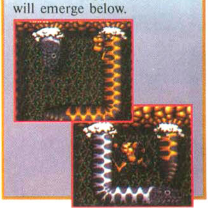
Land on these rocks before the Snake disappears, then wait for a green Snake to slither in from the left up to the exit.





## ❷ HANG ON!

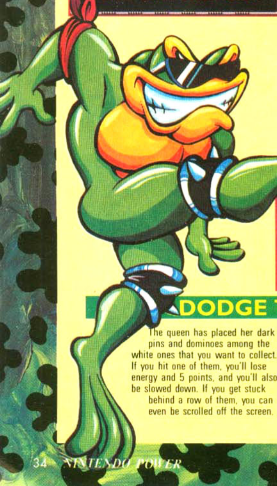
There is nowhere to go when you reach the wall, so keep hanging on until it disappears completely into the wall. When it disappears, another will emerge below.



SNATCH THE PINS, 'TOADS!
COLLECT ENOUGH AN' WE'RE
ALKIN' EXTRA LIVES HERE!!

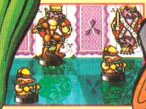
# THE BONUS STAGES

The Dark Queen grants you chances to earn 1-Ups in two Bonus Stages, the first after the Hollow Tree, the second after your roller-coaster ride. Both are high-speed stages, where a fast frog can rack up points and possibly earn a couple extra lives.



## RODENTS IN THE ROAD

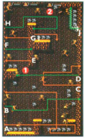
It's not exactly clear sailing in either of the Bonus Stages – the Dark Queen has posted some members of her rat pack in each. Some move up and down, others dash directly at you. You lose energy and five points every time you're hit, so slide aside to avoid them whenever possible.



In the first Bonus Stage, you'll speed over a blue floor. In the second, the backdrop is red.

## DODGE THE DARK ONES

The queen has placed her dark pins and dominoes among the white ones that you want to collect. If you hit one of them, you'll lose energy and 5 points, and you'll also be slowed down. If you get stuck behind a row of them, you can even be scrolled off the screen.

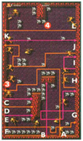


### ❶ QUICK STEP

After you make a last-minute leap from Snake C to Snake D, you'll have to duck to go under the wall here. As D disappears into the wall, Snake E will appear above. Jump quickly up to land on it. Snakes E, F and G are all super speedy slitherers, so bound quickly from one to the next. Continue up to Snake H above.

### ❷ UP TO THE EXIT

Drop down to Snake I as H disappears, then ride it to the right. When it takes a sharp dive, wait until the last moment and leap over to the emerging green Snake, right.

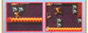


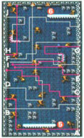
### ❸ HUG THE WALL

Ride A up and over against the wall. Hold Left on the Control Pad to keep from being pulled to the right as you drop from A to C to D to E and finally down to F.

### ❹ KNEEL UNDER NEEDLES

Kneel to avoid the spikes here, then jump over the pair just before you reach the exit.





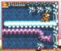
### ❺ SLICK MOVE

This is one cool pit. Start on Snake A, then leap up and over the spike at the left edge of the ledge. Be careful–the surface is icy. Get a running start and slide under the spikes on the left and onto the same Snake as it emerges.

### ❻ SLIP OUT THE EXIT

Work your way up to Snake J above and ride it across to the exit. Jump up to the ledge and start running to the right. Duck as you slide under the spikes and out the door.

Leap up to the icy ledge and slide right on out the door. Smooth!



# RIDE THE ROLLER COASTER

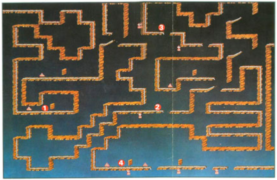
The Dark Queen's rackety roller coaster wasn't meant for fun. With her twisted sense of humor, she's assigned Fuzz to follow you with a buzz saw. If you can't stay ahead of him, the queen will dine on thinly sliced 'Toad sushi. How tasty!

### ❶ READ THE ROAD SIGNS

If the sign says "Danger," you should take it seriously. In this case, the danger ahead is a low wall. Press Down on the Control Pad to lower your 'Toad so he won't have a head-on with a big beam.

### ❷ LOOK 'TOAD— NO ROAD!

Hold on to the handlebars, your 'Toad is leaving the road. When you come to broken track, press either the A or Y Button to jump the gaps.



### ❸ TIME TO BAIL!

A sign posted just before you reach this point says "Bail Out!" You don't really have to throw in the towel, but you do have to prepare for a couple of quick jumps over large gaps in the track. Press Y or A to leap.

### ❹ UPS AND DOWNS

Low walls and broken track here make you quickly duck and jump, but you can't jump immediately after you dive under the low wall. The momentary lag in the play control can be deadly. If you have enough power left in your hit meter, it might be better to take the damage from hitting the walls so you'll survive the jumps.

# THE DARK TOWER

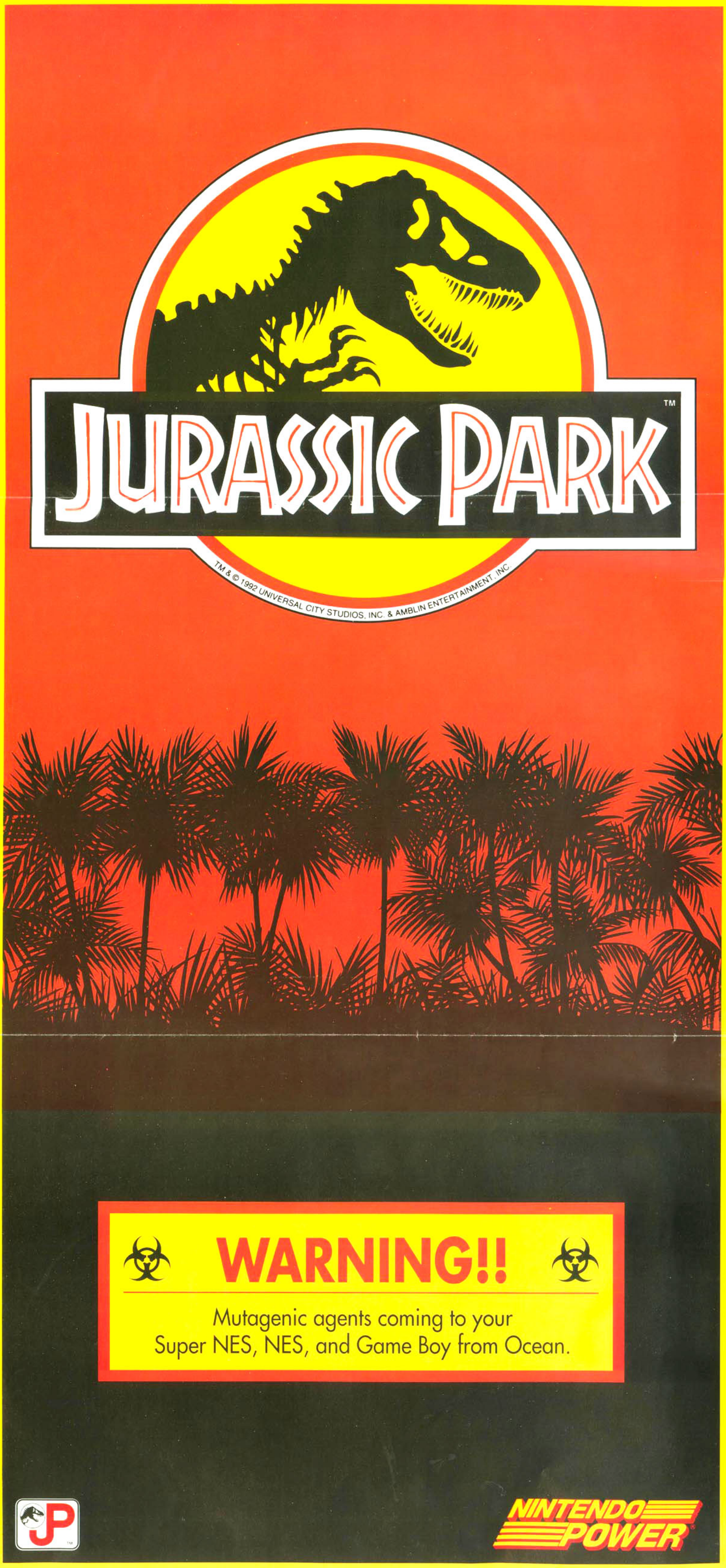
The Dark Queen has posted some of her most sinister side-kicks here. You'll meet a kangaroo rat part way down. Beat it to the TNT or be blown to bits.

### TO THE TNT, 'TOAD!

It's a mad dash to the bottom of the tower. The winner takes control of the TNT.

### THAT DASTARDLY DARK QUEEN

When you meet the Queen of Darkness, you'll see her devious nature in action. Will punching her out bring the release of Zitz and Michiko? Maybe. Maybe not.



# JURASSIC PARK™

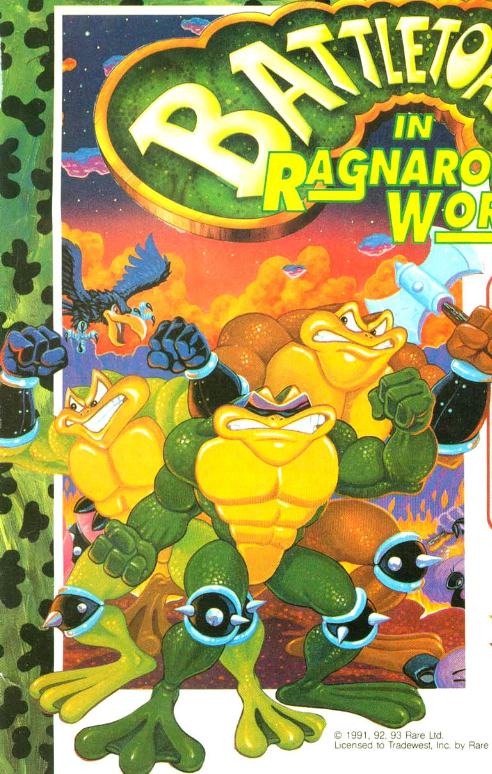
TM & © 1992 UNIVERSAL CITY STUDIOS, INC. & AMBLIN ENTERTAINMENT, INC.

## WARNING!!

Mutagenic agents coming to your
Super NES, NES, and Game Boy from Ocean.

JP
NINTENDO POWER

# BATTLETOADS™ IN RAGNAROK'S WORLD



© 1991, 92, 93 Rare Ltd.
Licensed to Tradewest, Inc. by Rare Coin-it, Inc.

## RUMBLE ON RAGNAROK

*After her defeat at the Battle of Canis Major, the Dark Queen vowed revenge on the 'Toads. She may get it. While on their way to Princess Angelica's home planet, Zitz, Pimple and the Princess are kidnapped by the Dark Queen and her minions.*

## GET AFTER THE QUEEN

**Ragnarok's World is where you, Rash, will find your compatriots. This is the evil Dark Queen's home base. 'Toads fans who are familiar with the NES Battletoads game will recognize these challenging levels from Tradewest.**

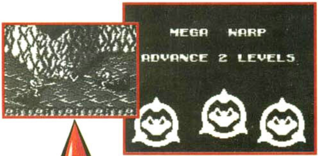
BATTLETOADS
VULTURE
IMPACT CRATER
PLAN A
CHASM

## RAGNAROK'S CANYON

Professor T. Bird will offer Rash some sage advice just as he sets him down on the eerie surface of Ragnarok's World. Keep moving to the right and pound the puss out of the Psyko-Pigs as they break out from the stone walls in the background.

### MEGA TOAD WARP

A cunning 'Toad is always on the lookout for shortcuts, especially when his friends are in need! The first Mega Warp in the game comes up quite early. When Rash comes upon the first two Psyko-Pigs in Ragnarok's Canyon, he should give each of the porkers a fierce Battletoad Butt. The Warp will appear to the right. Quickly run and jump into the Warp. Rash can skip two levels by doing so.

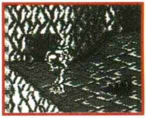


MEGA WARP

ADVANCE 2 LEVELS

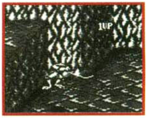
### DON'T DO THEM IN

After Rash makes the leap over the falls, he'll be greeted by more Psyko-Pigs. Just toy with them a bit by knocking them around. If you hit them enough, your point total will increase dramatically and you may even earn a 1-Up!



### AN EASY 1-UP?

If Rash is holding one of the Walker's legs, getting this 1-Up is no problem. Just jump up under it and swing away. However, if Rash doesn't have a leg, he'll have to jump out off of the left ledge to get it.

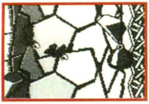


## IMPACT CRATER

A long time ago, a huge meteorite made impact and blasted through the surface of Ragnarok's World leaving this long, vertical crater. Now, years later, the crater is inhabited by Ravens, Saturn Toadtraps, Retro Blasters and Electro Zaps.

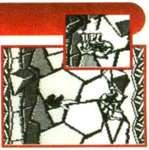
### IMPACT IS IMMINENT

As the heroic Rash lowers himself down through the Impact Crater, he'll be hanging onto his lifeline, a Turbo Cable. If you press and hold to the Left or Right, Rash will turn into a Battletoad Bashing Ball. Swing away to crash into the various enemies in the Crater, especially the Retro Blasters.



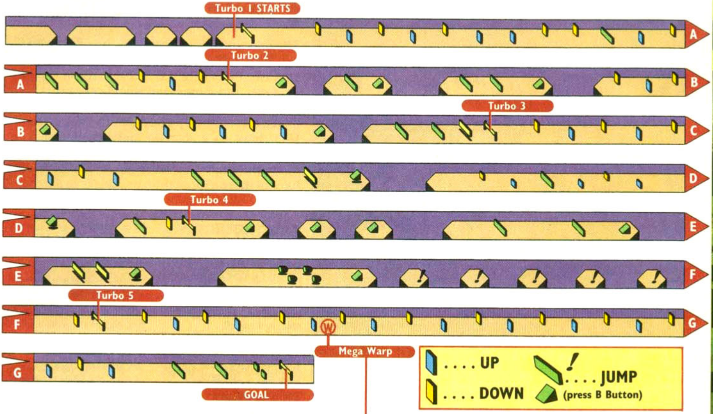
### BIRD SMACKING

When Rash encounters the first Raven, kick it. Don't hit it as the Bashing Ball. Just give it the boot. If positioned properly, Rash will automatically take the Raven's beak. With it, Rash can swat each Raven several times while it bounces from the Crater's walls. Successive swats will earn many more points and eventually a 1-Up.



# TURBO TUNNEL

Welcome to the Turbo Tunnel. Considering the speed that the Speed Bike races along and the speed that the obstacles and jumps come up, it's a wonder that Rash would even think about making it through!



There *is* a Mega Warp near the end of the Turbo Tunnel, but your Speed Bike will be going so fast, you may not even see it! Check out the map to locate it and then remember its location.

# ICE CAVERN

Ragnarok's World is in a constant state of change. The immense Ice Cavern was created by a huge receding glacier. The glacier left a strangely shaped trail with dangerous spikes lining the walls, ceiling and floor.

## ICE SPIKES

If Rash makes a false move or leaps when he shouldn't, he may find himself speared and slain by the prickly groups of icicles. Precise jumping is required, but it won't be easy considering Rash will have an icy surface under his webbed feet.

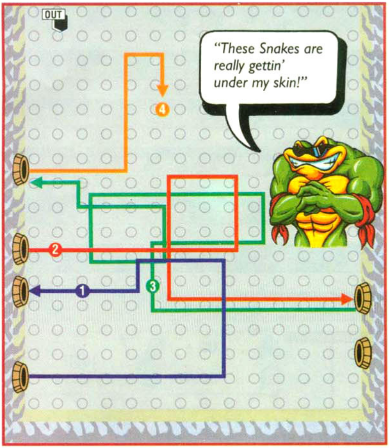
## BARRIER BUSTIN'

Rash has to destroy many barriers that block his path. If there happens to be a large stone in the area, Rash can pick it up and hurl it at the barrier. Otherwise, find some Snowballs to throw or wait for a Snowman to chuck some of his own.

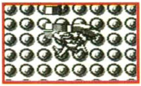
# SNAKE PIT

If you thought the Turbo Tunnel was difficult to get through, you ain't seen nothin' yet! Rash, not normally know for his love of snakes, will be forced to ride the elongated beasts as they make their way around each of the three Pits.

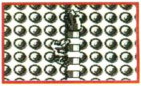
## SNAKE PIT ONE



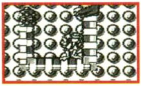
The only good thing about this first Snake Pit is that if Rash falls off of a Snake, he won't get hurt because there are no Spikes down below. However, the same is not true for the other two Snake Pits. What Rash needs to do to exit a Snake Pit is jump up and touch the "OUT" sign. He'll have to grab onto and ride the Snakes around the Pit until he comes close to the sign. Study the maps and figure out where Rash will have to make a jump from one Snake to another.



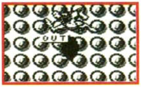
Rash can't stand on a Snake's head. He'll drop off.



When a Snake makes a vertical turn, grab on and go for a ride.



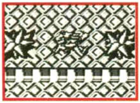
Sometimes, Rash will have to wait until he can make a jump.



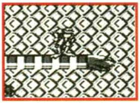
Rash made the leap to the "OUT" sign. Bring on the next Pit!

## SNAKE PIT TWO

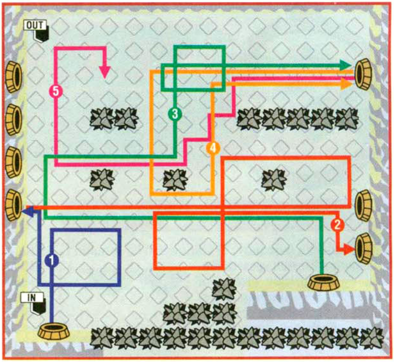
Without having access to our maps and diagrams, completing the second and third Snake Pits could possibly take . . . forever. Not really. However, it *could* take a long time and would definitely take many 'Toad lives. If Rash happens to lose his footing or makes some other false move, make sure he falls down to the extreme right or left in order to avoid the Spikes in the middle of the floor.

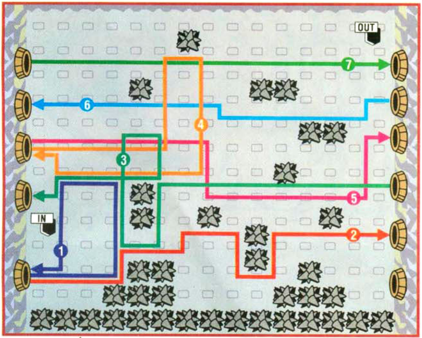


Rash will have to jump between some Spikes in Snake Pit Two. Don't jump too soon or he'll have nowhere to leap.



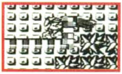
Snakes travel at different speeds. You'll have to quickly adjust your timing in order to make smooth Snake transitions.



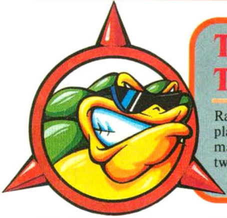


## SNAKE PIT THREE

If Rash falls off of a Snake in Snake Pit Three—he's a goner! It's a given. There are no safe spots on the floor. The jumps that Rash has to make near the center of Snake Pit Three are especially tricky because of the turns that the Snake makes and the fact that there are plenty of Spikes to contend with. Simply put: It's not easy! Rash won't be able to let out a sigh of relief or a shout of joy until he sees the "OUT" sign in the upper right corner of Snake Pit Three.



Rash has to move fast in here because the Snakes move fast and there are more Spikes to avoid.

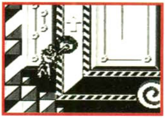


# THE GARGANTUA & THE TOWER OF SHADOWS

Ragnarok's World is certainly a strange place! Things are always changing as Rash makes his way from one stage to another. No two stages play the same. This fact is one of the best things about this action-packed game!

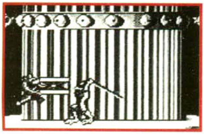
## CLINGER WINGER THINGER

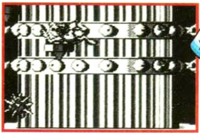
With the nasty and menacing Buzzball chasing Rash the whole way through the Gargantua, the heroic 'Toad is bound to get tired. Your left thumb will probably get tired from all the direction changes it has to make. Fast reflexes are your best ally in The Gargantua.



## UP TO THE QUEEN

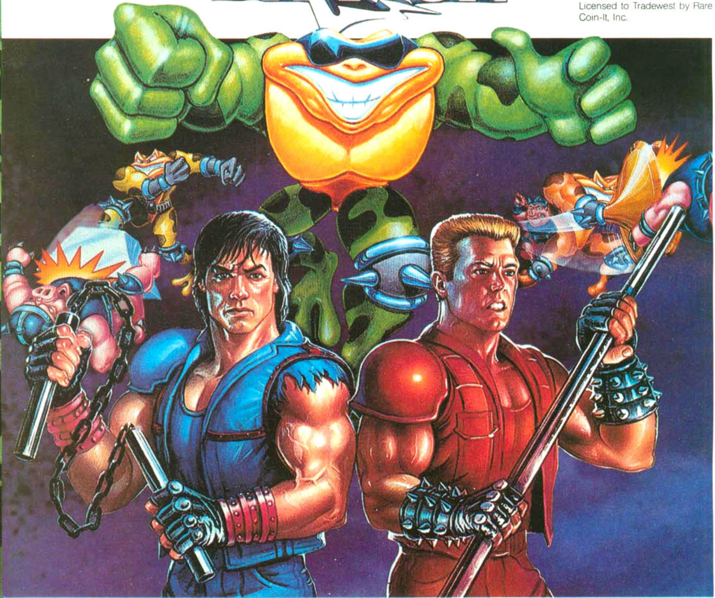
The Dark Queen's Tower of Shadows must be a mile high! Rash will have to make many leaps using his strong 'Toad legs and also using the springboard platforms that appear on almost every level of the Tower. Battle the Queen at the top!





# BATTLETOADS DOUBLE DRAGON™

© 1993 Rare Ltd.
Licensed to Tradewest by Rare
Coin-It, Inc.



## THE ULTIMATE TEAM

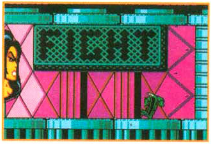
Two of the greatest teams in video game history have joined forces! The Lee Brothers, Jimmy and Billy, have inked a deal with Rash, Pimple and Zitz, collectively known as the Battletoads. The reason for the muscle-bound merger is clear: the nemesis of the Battletoads, the Dark Queen, has joined forces with the equally evil Shadow Boss. The Lees have long been battling the Shadow Boss.

# GET MAD 'N BAD!

After her defeat on Ragnarok's World, the Dark Queen headed to the end of the universe to regroup and plot her revenge. Now she's back, and with more help than you can imagine! This vertical and horizontal scroller sends the Toads and Dragons into some of the best action stages you'll find on any system—either 8 or 16 bit!

## DOUBLE BOSS SHOWDOWN

No matter what character you choose to play as, be it a 'Toad or a Dragon, you'll fight enemies that have appeared in previous Battletoads *and* Double Dragon games. All the bad boss characters are there, too: Abobo, Scuzz, Walkers, Big Blag, Ryder, Linda Lash, the Robo-Manus and many more! The Battletoads' mentor, Professor T. Bird, will be on hand between stages to give you encouragement. However, if you screw up, he'll be more than happy to let you know.

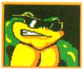


Aarrrgh! The Dark Queen rears her evil head again, but not before hundreds of enemies from Battletoads and Double Dragon fame attack.

# FRIENDLY FORCES

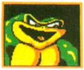
Even though the attack moves of the 'Toads and Dragons *look* different, they accomplish the same task. The same Controller functions apply for any character. Nonetheless, a very slight advantage has to go to the 'Toads. Their limbs are a bit longer. Using Jimmy or Billy is a bit more challenging.

## THE BATTLETOADS



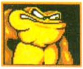
### RASH

Out of the three amphibian friends, Rash uses the most finesse in his fighting techniques. The No Way Back Thwack, while wielding a leg off of one of the Walkers, is top-notch in his book.



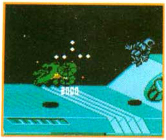
### ZITZ

Zitz is the Battletoads' tactician. He, along with Professor T. Bird, provides the strategy for the team. Zitz loves the Turbo Cables. He is an expert at gaining 1-Ups by slashing the Ravens.

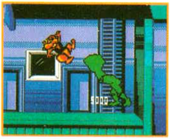


### PIMPLE

He doesn't appear to be larger on screen, but this tall, tan Battletoad is more imposing than his green pals. The truly powerful moves like the Big Bad Boot and Twin Side Slam are his favorites.

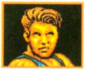


Keeping with the Battletoads tradition, the Smash Hit Attacks are wildly exaggerated. Witness the application of the Battletoad Butt. The ram's horns really do the damage!



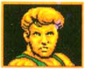
Thwack! The Kiss-My-Fist sends Scuzz scurrying. Score 5000 beans, too! By quickly tapping the Control Pad twice in the direction you're facing, you can pull off a Smash Hit.

## THE LEE BROTHERS



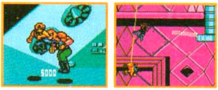
### BILLY

Billy, who wears blue, always seems to be fighting someone. And now, since the despicable Shadow Boss has resurfaced, he's guaranteed himself another round of combat. His Dragon Force fighting techniques are as sharp as ever.



### JIMMY

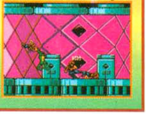
Jimmy, in the green outfit, will always be on hand to back up his bro. They train together and they'll go into battle together if you want them to. Jimmy loves to use the powerful Dragon's Tail Throw on unsuspecting baddies.



You'll find that the Lee Brothers also have expert attack techniques like the brutal Flying Dragon Kick.

## TEAM IT UP!

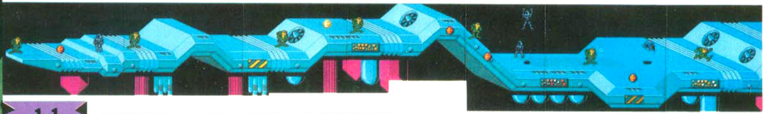
In the 1-Player mode, this game is cool, but it really cooks when you team up with a friend in the 2-Player mode! It's quite a sight to see heroes from two different sets of video games hook up and take care of business in the only way they know how: thrash, thrash, and thrash!



START

# STAGE 1-THE COLOSSUS

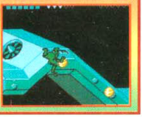
The Dark Queen's newest rig, the Colossus, made its debut by smashing out of the moon. Professor T. Bird was unaware of the Dark Queen's resurgence, but now it's only too obvious! Finally realizing that the Dark Queen has the Shadow Boss on her side, the Lee Brothers are called in to even the odds.



1-1

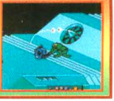
## BONUS PODS

Your chosen fighter will encounter many Bonus Pods throughout the game. Smash them to find points, energy, a weapon or a 1-Up. Don't think that points don't count! For every 100,000 points scored, you'll earn a 1-Up.



## RETRO BLASTERS

Approach the Retro Blasters from the side and then jump up and grab them. Repeatedly press the B Button to thrash them to pieces.

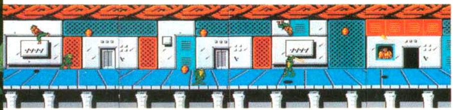


START

# STAGE 2-INSIDE COLOSSUS

The lengthy corridors of the Colossus will prove to be much more dangerous than the outside of the ship. A whole platoon of angry Guidos will assault you as you make your way down through the first section of Stage 2.

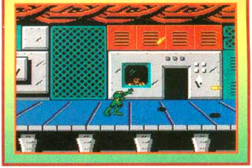
BOSS



2-1

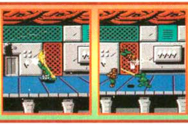
## DOORMAN OF DOOM

The Doorman will randomly toss sticks of dynamite out into the corridor. Pick them up before they explode and hurl them back at the door the Doorman is hiding behind. A few doses of his own medicine will be enough to do-in the Doorman.



## USE A LEG

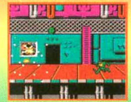
When a Walker appears, smash it to pieces with a punch and then pick up one of its legs. A Walker's leg is a great weapon! You can score mass points with it.

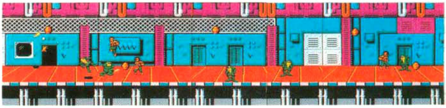


2-2

## THE DOORMAN-ROUND 2

He's back again, but this time he's cut the fuses on his dynamite. They explode very quickly. Don't pick them up unless they fall near you.



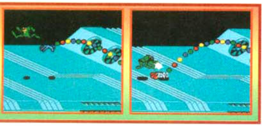


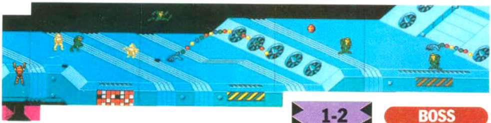
BOSS

START

## MECHNO-MITTS

Keep moving and sprint out of the way when the heavy-handed Mitt comes crashing down onto the ship's surface. When it lands, quickly move to it and smack it with all you've got. You'll have to hit it three times to break it up.



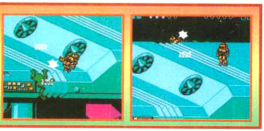


**1-2**

**BOSS**

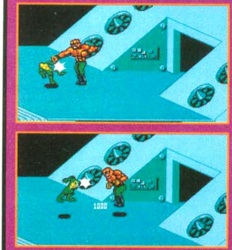
## HANGIN' TOUGH

Any character can hang from either side of the Colossus. Just run off the edge and you'll automatically grab the side. Press the B Button to nail hanging enemies and Bonus Pods.

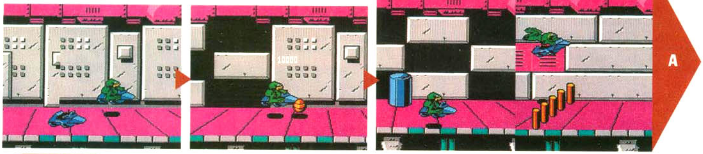


## ABOBO

Abobo has found a new home on the Colossus. He'll be waiting for you behind a huge metal door. When you arrive, he'll break through the door! Tap the Control Pad twice and dash right at him. Don't give him a chance to set up one of his power moves.



**2-3**



**START**

## SPEEDER BIKES

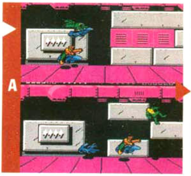
These air cycles will speed you down the corridor toward your confrontation with Big Blag. Hang on tight and avoid everything except the Bonus Pods.

## COLLECTION TIME

If you collect every one of the Bonus Pods after you've hopped on the Speeder, you'll be rewarded with a 1-Up.

## SPEEDER ACROBATICS

You'll be able to avoid the big blue Drums by jumping over them or dodging them, but you'll have to press the A Button to jump over the Post Walls.

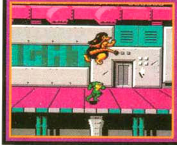


## RYDERS

Ryders will approach from the front and the back. Crash into the ones who appear in front of you and give the ones who appear from behind a Biker Bash kick.

## BIG BLAG

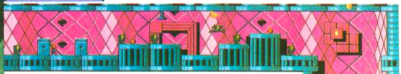
You can use the same dashing and bashing technique that you used to defeat Abobo when battling Big Blag. However, this big rat will try to jump on top of you. Sprint out of the way if he leaps high into the air.



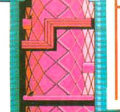
# STAGE 3-THE BASE

If you thought that the Colossus enemies were tough, think again. The baddies lurking in the Base are much stronger. Roper, possibly related to Abobo, carries a huge machine gun and will be waiting for you if you make it through the Base. By the way, that's a big if. The difficulty level really picks up here.

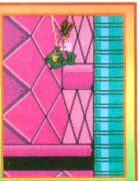
### 3-1



START

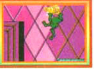


## KICKIN'

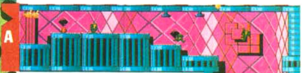


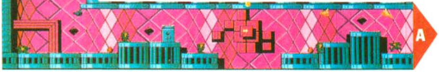
As you make your way down the vertical shafts in the base, your Turbo Cable will be your only lifeline. Press and hold the Control Pad to the Left or Right to use the BT Bashing Ball against the Ravens. Kick the black-feathered Ravens repeatedly to score major points.

## SECURI-CAMS



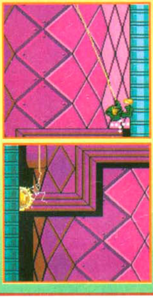
As soon as you see one of the Securi-Cams, jump up and grab it. Bash away at it until it finally breaks off.

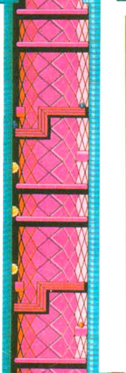




## BUZZ DISCS

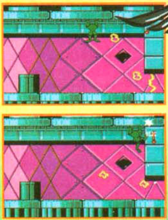
As you make your way down the second vertical shaft, Buzz Discs will race up and down the left wall. Jump out and swing on your Turbo Cable to avoid getting buzzed. The electrical charge that the Buzz Discs serve up is shocking!

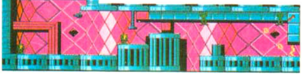




## HIT THE SWITCH

When entering this area, don't jump down to the floor. Leap up and shimmy along the upper pipe and make your way over to the red switch. Kick it to deactivate the electrical fields.





GOAL

### 3-2

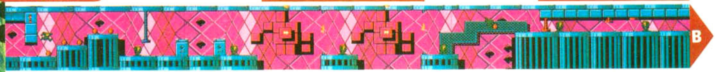
START

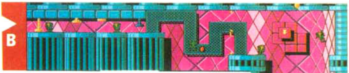
## TURBO CABLE TOSS

When you approach a shaft, you can swing across by whipping your Turbo Cable up and attaching it to the ceiling.

## CRUSHA CRUSH YA

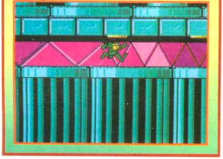
Like giant intake valves, the Crushas will drop down and may squash you when you pass underneath. Sprint!





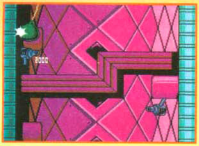
## DASH!

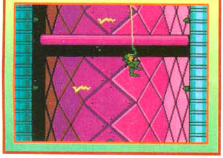
The best way to get past the Crushas in this area is to tap the Control Pad twice to the Right and dash like a mad 'Toad or mad Dragon. Don't even bother trying any other techniques.



## BT BASHING BALL

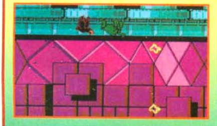
Bash away at the Securi-Cams that line this long vertical shaft by pressing and holding the Control Pad to the Right or Left and transforming into the BT Bashing Ball. The results of this move are crushingly convincing!

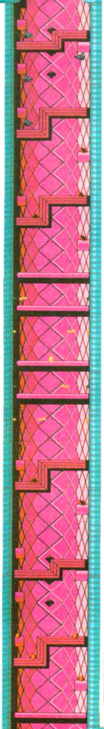




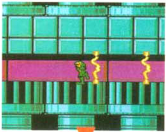
## SWINGIN' SIZE 13'S

While you're hanging from the pipe in this area, you'll come across numerous Ravens. Luckily, you have a defense. The 'Toads will give the enemies the boot with their size 13's while the Dragons will counter with a nifty move they call the Back n' Front Punt.



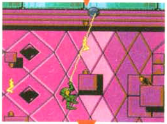


## 3-3



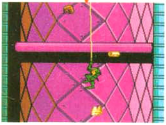
## CONVEYOR BELT

Your character will be whisked along this corridor on a swift conveyor belt. You may wish you'd never stepped on it because there will be many Electro-Barriers that you'll have to deal with. A shocking experience could be in store for you!



## CABLE CRUSADE

As if hanging from a Turbo Cable wasn't dangerous enough! Move Up and Down the Cable to avoid the obstacles like Electro-Barriers and Ravens that come up as you are being pulled along at a staggering clip.

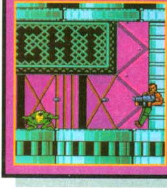


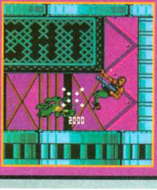
## GARBAGE CHUTE

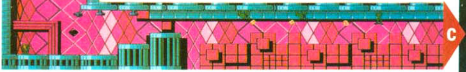
The best tip for staying alive through this area is to STAY LOW! By hanging from the Turbo Cable near the bottom of the screen, you'll have more time to swing and avoid the mangled shrapnel as it falls down on you.

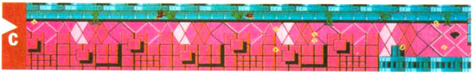
## ROPER

As mentioned before, Roper is a force to be reckoned with! His machine gun will blast out bullets that are the size of your head. Unfortunately, your head is also what they're aimed for. Duck down to avoid his shots and then quickly bash the maniac gunner when he pauses to reload.









GOAL

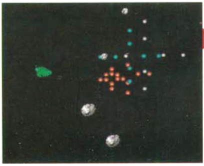
# STAGE 4-COLOSSUS ENCOUNTER

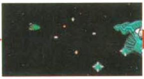
Your chosen fighter, be it a 'Toad or a Dragon, will take over the controls of a small spacecraft in Stage 4. The craft looks, fires and moves suspiciously like the craft in Solar Jetman, another Tradewest game. Hmmm, interesting. Anyway, it's cool because it handles better than the Jetman's craft.

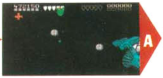
**4-1**

## ROCKS & MINES

The Dark Queen won't like the fact that you're coming up behind her mighty Colossus so she'll unleash several attacks on your ship. First, a series of asteroid-like rocks will come your way. Then, three types of Mines will float toward you and explode.







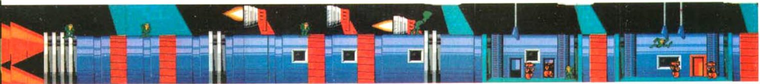
## MINE FIELDS

Try to shoot all, or at least some of the Mines when they're released from Colossus and before they get near your ship. The closer they come to you, the better the chance you'll get nailed. Clear a path!

# STAGE 5-MISSILE MADNESS

After destroying the mighty Colossus, you'll be truly amazed to find that the Dark Queen and the Shadow Boss manage to escape your hearty onslaught by hiding out in the remains of a giant missile hull. Those dirty rats! Nevertheless, undaunted, you'll chase after the missile and eventually catch and board it.

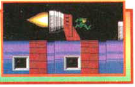
**5-1**



**START**

## BOOSTER JUMP

The boosters periodically burn shots of rocket fuel to propel the missile forward. Wait for the blasts to subside before jumping over.

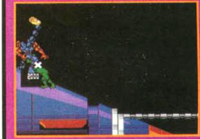


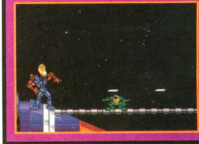
## WINDOWMAN OF DOOM

The Doorman of Doom's brother, the Windowman, lurks behind glass inside the missile. He'll randomly toss his grenades out toward you in hopes of doing you in. Grab his grenades and toss them back at him.

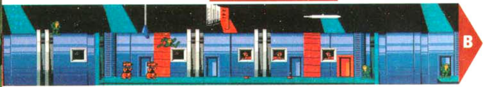
## ROBO-MANUS

Still living after all this time, Robo-Manus has been deployed by the Dark Queen to stop you as you arrive at the nose cone. Duck under the lasers and give the mutant biogen multiple head-butts.

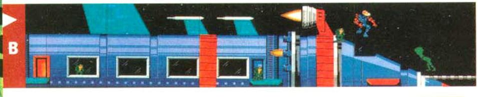




**5-2**

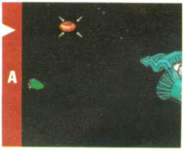


**START**



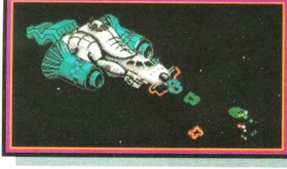
**BOSS**

**4-2**



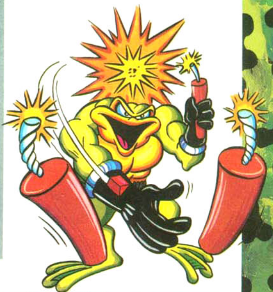
## THE COLOSSUS

After being on it, in it, over it and flying around it, you'll now come face-to-face and nose-to-nose with the flying destruction machine. A battle of colossal proportions is about to ensue. Your main objective is to take out the blue guns and cannons on either side of Colossus and to destroy the laser turret on the nose of the ship.



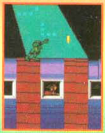
## UFO TROUBLES

The Colossus will launch several UFO's and, like it or not, you'll have to deal with them! The best strategy to use against them is to lock on to them with your ship's missile guidance system and launch a Homing Missile.



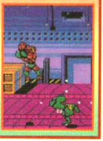
## THREE WINDOWS

The Windowman of Doom is very fast. He'll appear in this area in one of the three windows. Your job is to toss one of his grenades into the window where he will next appear.



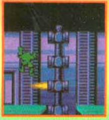
## BATTLE ROOMS

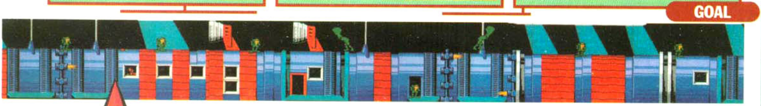
There are three rooms inside of the missile where you'll be required to square off with the likes of General Slaughter. Just use the battle techniques that you are already familiar with.



## JET BOOSTERS

Talk about poor positioning! As you make your way to the front of the missile, you'll have to climb and descend many ladders. Avoid the fire from the jet boosters as you climb.



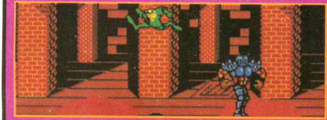


# STAGE 6 & 7-FINAL FIGHT?

The Shadow Boss and the Dark Queen are the only two left. It looks as if you've managed to shred their defenses and now they are going to have to deal with YOU! Now is not the time to be making ill-advised decisions, so prepare yourself!

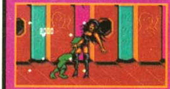
## SHADOW BOSS

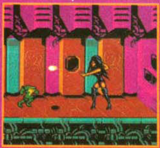
In a darkened, column-filled corridor, the Shadow Boss lurks. He awaits your arrival and is coiled and ready to pounce at any moment. Spooky, huh? Use the same attack technique on him as you used on Roper. Duck and bash, duck and bash.

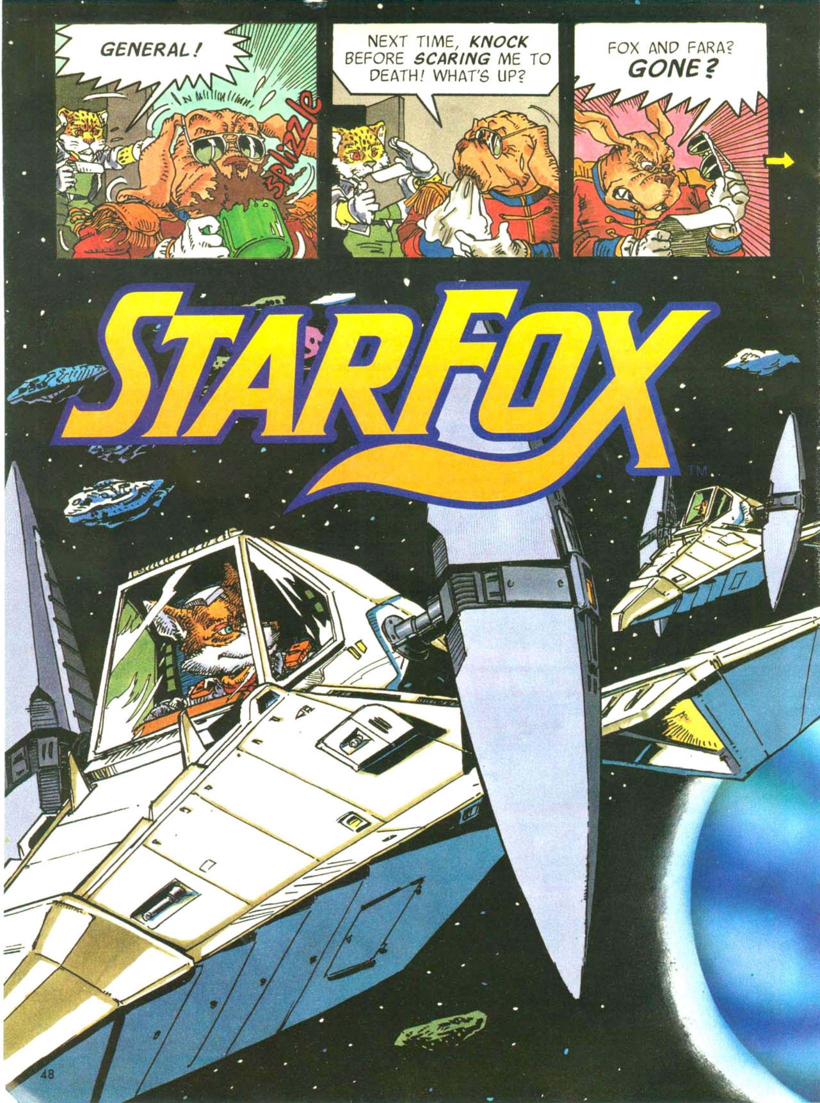


## THE DARK QUEEN

Just because you've made it past the Shadow Boss doesn't mean that you'll have an easy time with the Dark Queen. No way. She has several methods of attack. We've not going to give it away, but we will say this: you've got to be fast on your feet and ready for anything! The Dark Queen won't be easily beaten.

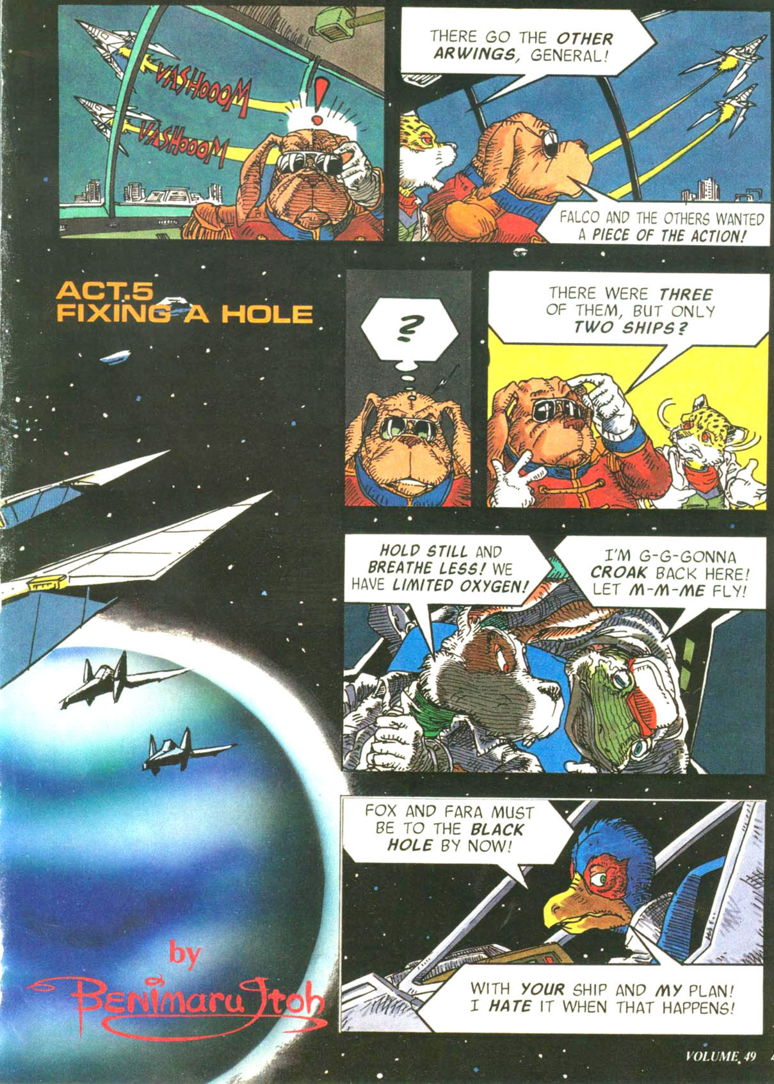


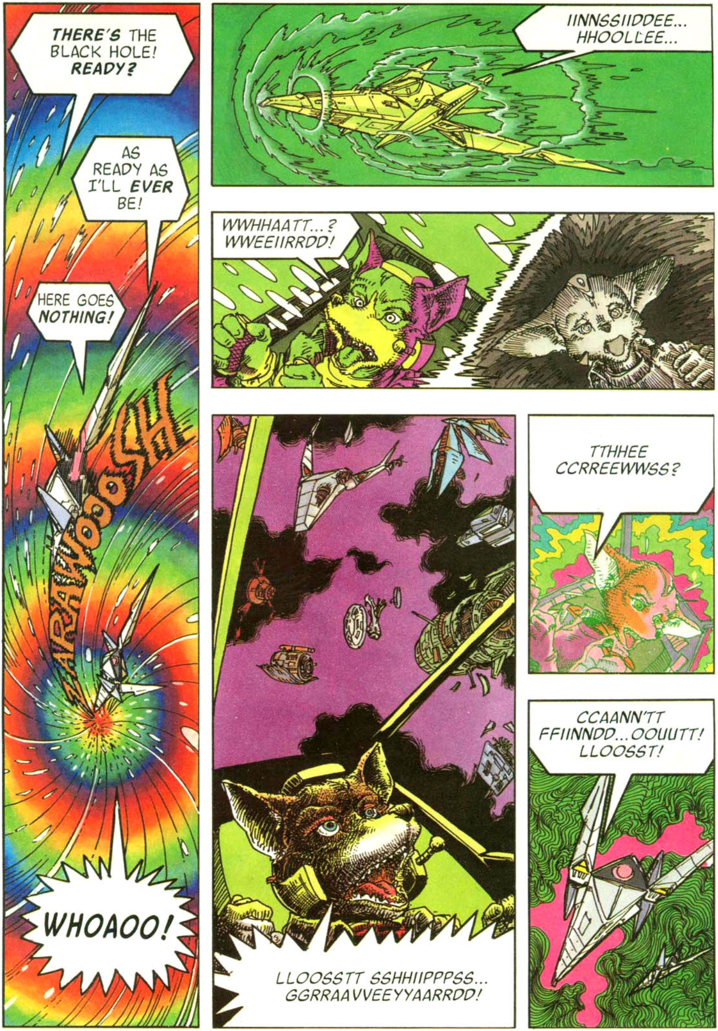


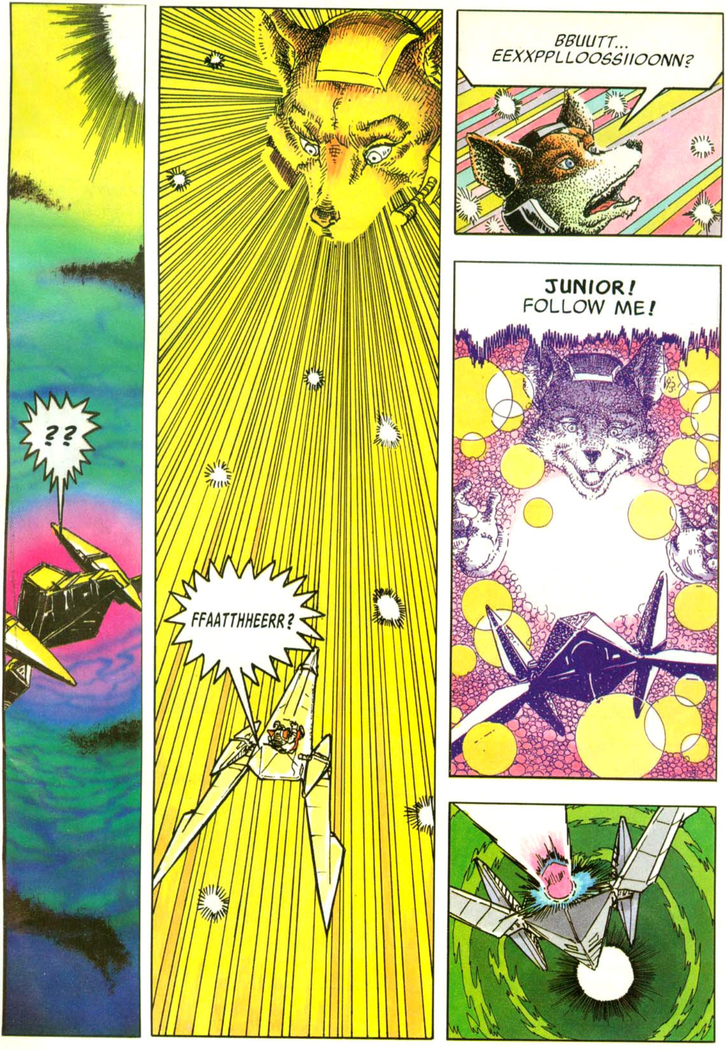

GENERAL!
splizzle
NEXT TIME, KNOCK BEFORE SCARING ME TO DEATH! WHAT'S UP?
FOX AND FARA? GONE?
STARFOX
TM

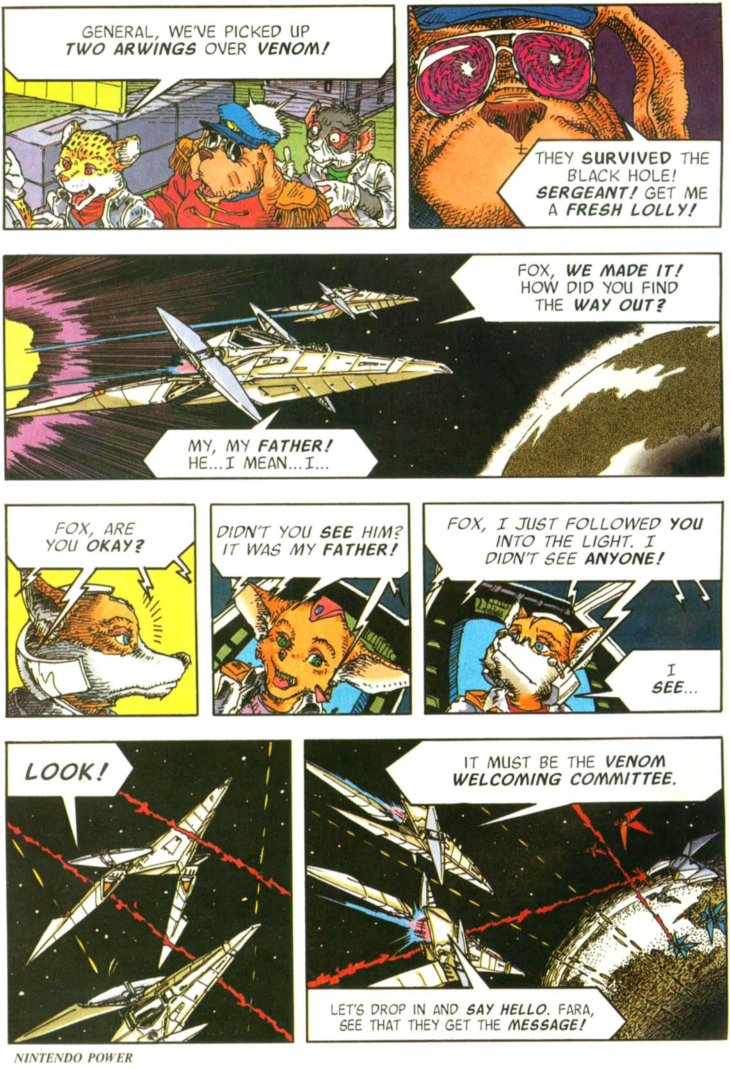
# ACT.5
# FIXING A HOLE

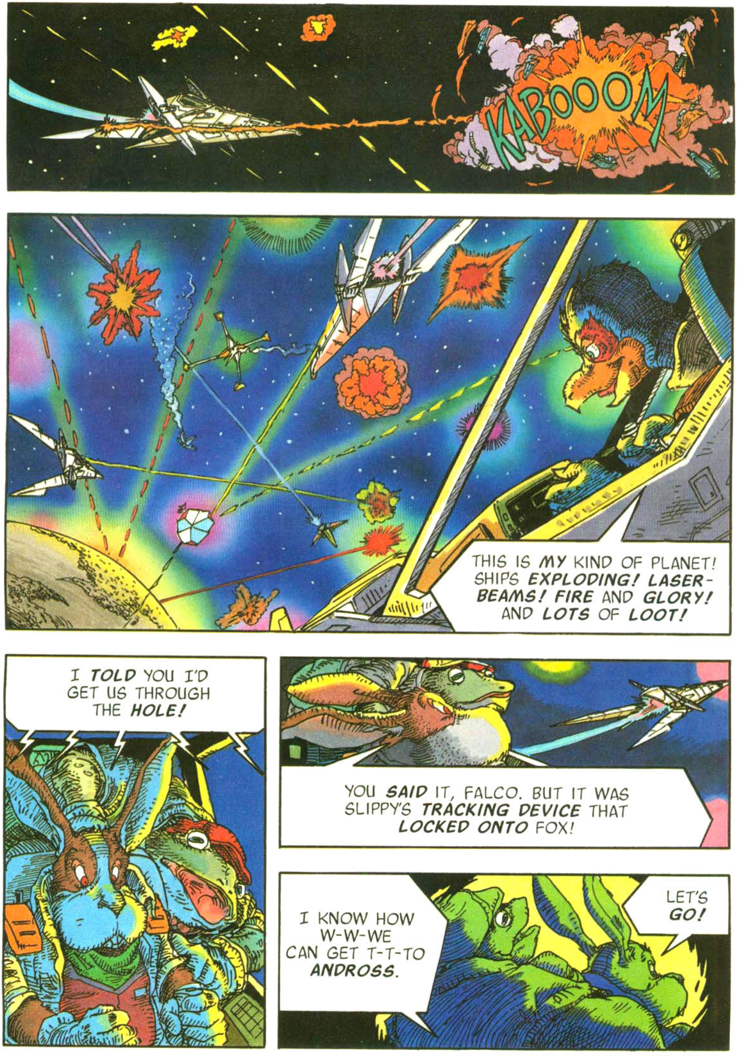
by Benimaru Itoh

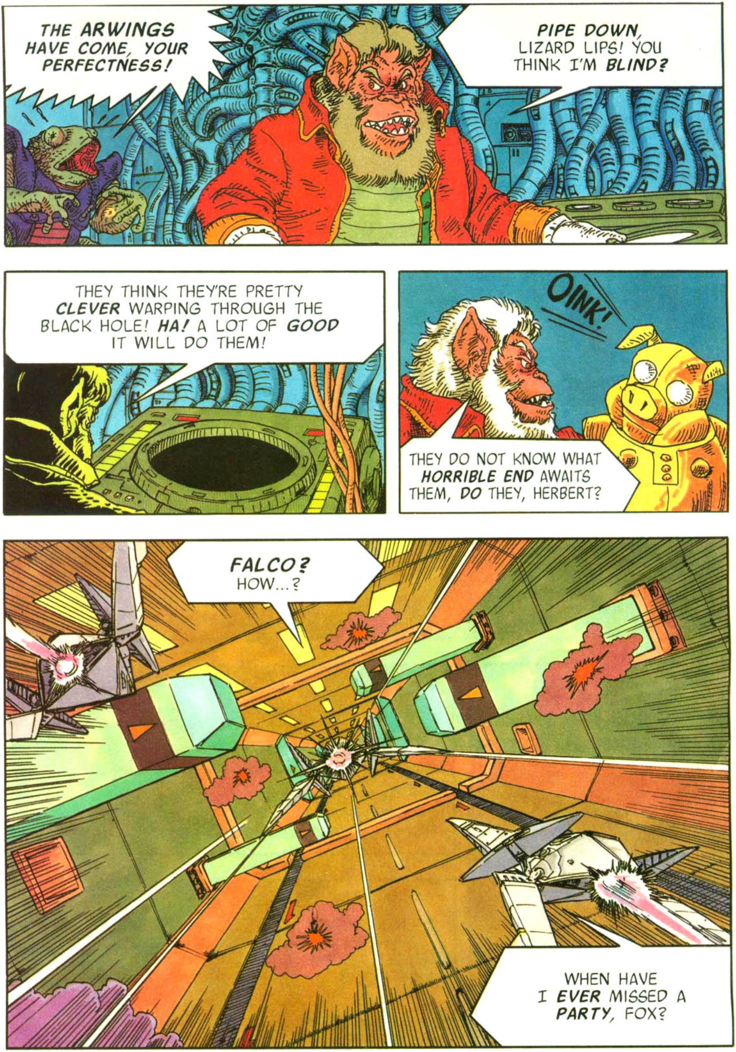

VASHOOOM
VASHOOOM
!
THERE GO THE **OTHER ARWINGS**, GENERAL!
FALCO AND THE OTHERS WANTED A ***PIECE OF THE ACTION!***
?
THERE WERE ***THREE*** OF THEM, BUT ONLY ***TWO SHIPS?***
***HOLD STILL*** AND ***BREATHE LESS!*** WE HAVE ***LIMITED OXYGEN!***
I'M G-G-GONNA ***CROAK*** BACK HERE! LET ***M-M-ME*** FLY!
FOX AND FARA MUST BE TO THE ***BLACK HOLE*** BY NOW!
WITH ***YOUR*** SHIP AND ***MY*** PLAN! I ***HATE*** IT WHEN THAT HAPPENS!

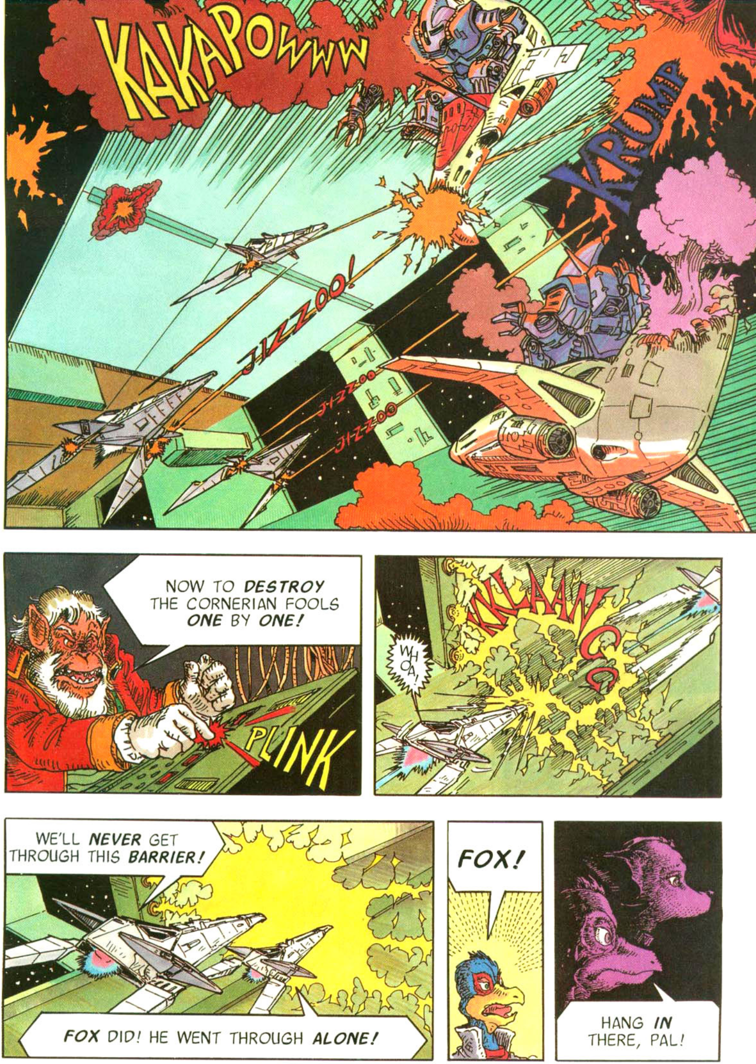

THERE'S THE BLACK HOLE! READY?
AS READY AS I'LL EVER BE!
HERE GOES NOTHING!
ZARAWOOOOSH!
WHOAOO!
IINNSSIIDDEE... HHOOLLEE...
WWHHAATT...? WWEEIIRRDD!
LLOOSSTT SSHHIIPPPSS... GGRRAAVVEEYYAARRDD!
TTHHEE CCRREEWWSS?
CCAANN'TT FFIINNDD...OOUUTT! LLOOSST!

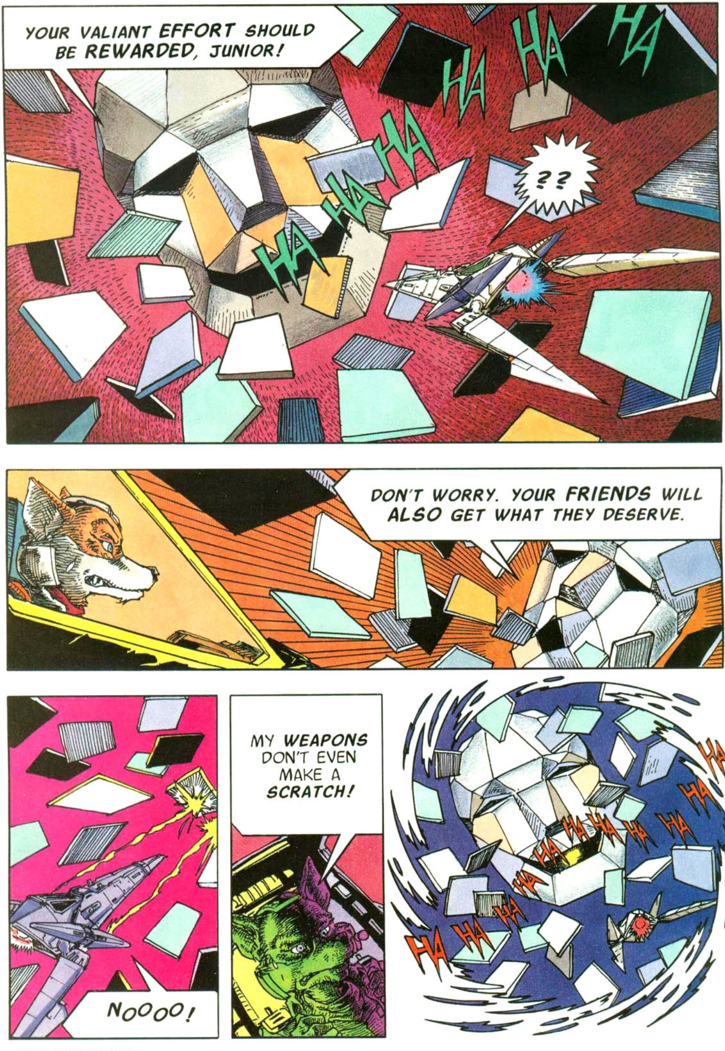

??
FFAATTHHEERR?
BBUUTT... EEXXPPLLOOSSIIOONN?
JUNIOR! FOLLOW ME!

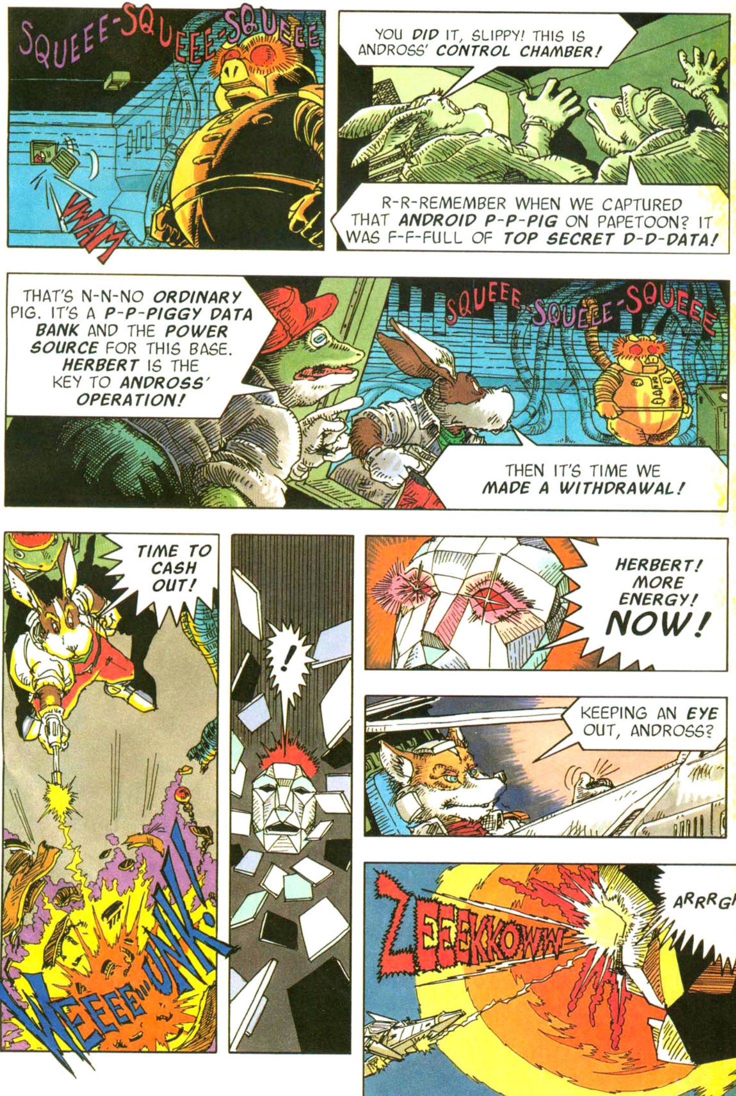

GENERAL, WE'VE PICKED UP *TWO ARWINGS* OVER *VENOM!*
THEY **SURVIVED** THE BLACK HOLE! ***SERGEANT!*** GET ME A ***FRESH LOLLY!***
FOX, ***WE MADE IT!*** HOW DID YOU FIND THE ***WAY OUT?***
MY, MY ***FATHER!*** HE... I MEAN... I...
FOX, ARE YOU ***OKAY?***
DIDN'T YOU ***SEE*** HIM? IT WAS MY ***FATHER!***
FOX, I JUST FOLLOWED ***YOU*** INTO THE LIGHT. I DIDN'T SEE ***ANYONE!***
I ***SEE...***
***LOOK!***
IT MUST BE THE ***VENOM WELCOMING COMMITTEE.***
LET'S DROP IN AND ***SAY HELLO.*** FARA, SEE THAT THEY GET THE ***MESSAGE!***

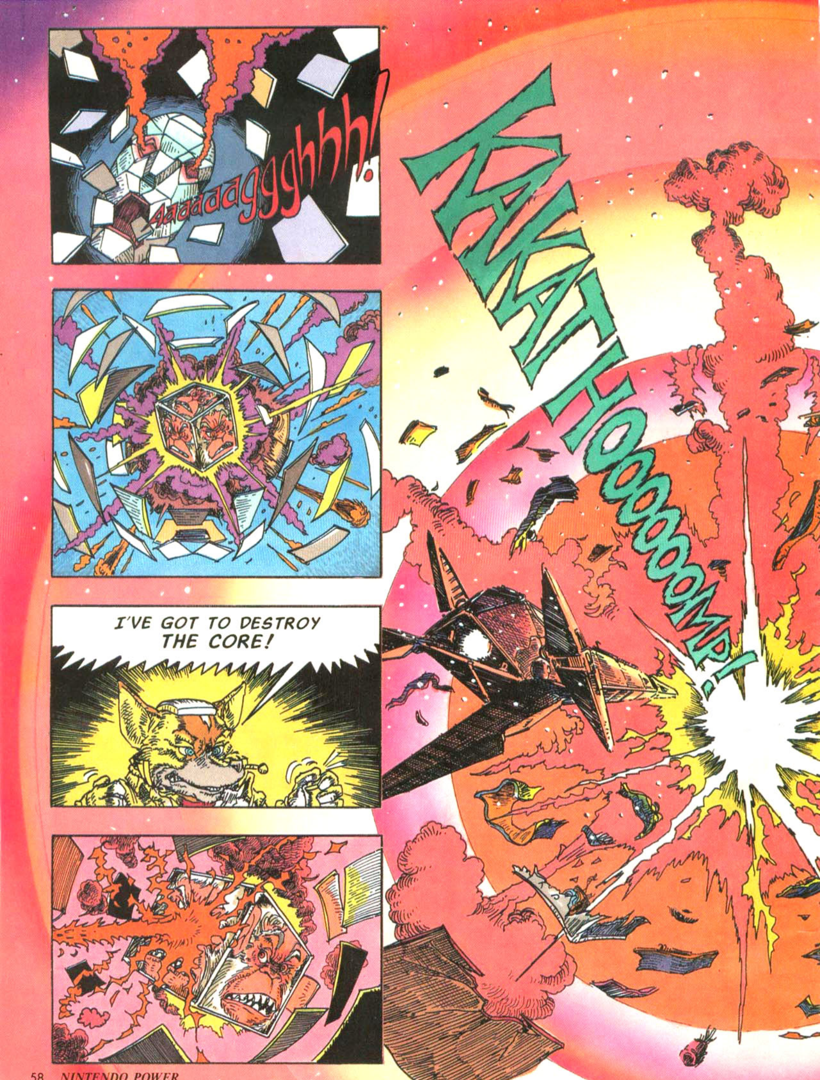

KABOOOM
THIS IS MY KIND OF PLANET! SHIPS EXPLODING! LASER-BEAMS! FIRE AND GLORY! AND LOTS OF LOOT!
I TOLD YOU I'D GET US THROUGH THE HOLE!
YOU SAID IT, FALCO. BUT IT WAS SLIPPY'S TRACKING DEVICE THAT LOCKED ONTO FOX!
I KNOW HOW W-W-WE CAN GET T-T-TO ANDROSS.
LET'S GO!

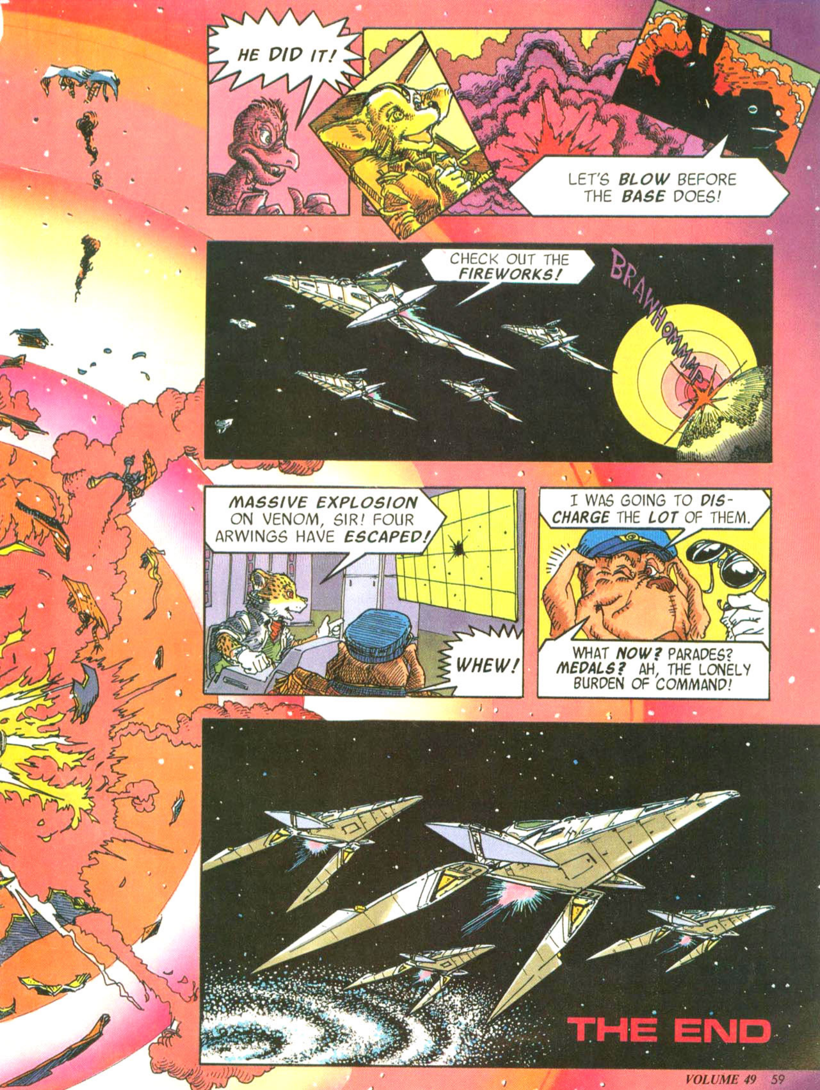

THE ARWINGS HAVE COME, YOUR PERFECTNESS!
PIPE DOWN, LIZARD LIPS! YOU THINK I'M BLIND?
THEY THINK THEY'RE PRETTY CLEVER WARPING THROUGH THE BLACK HOLE! HA! A LOT OF GOOD IT WILL DO THEM!
OINK!
THEY DO NOT KNOW WHAT HORRIBLE END AWAITS THEM, DO THEY, HERBERT?
FALCO? HOW...?
WHEN HAVE I EVER MISSED A PARTY, FOX?


KAKAPOWWW
KRUMP
JIZZOO!
JIZZOO
JIZZOO
JIZZOO
NOW TO **DESTROY** THE CORNERIAN FOOLS **ONE** BY **ONE!**
PLINK
WHOA!
KKLAANGG
WE'LL **NEVER** GET THROUGH THIS **BARRIER!**
**FOX** DID! HE WENT THROUGH **ALONE!**
**FOX!**
HANG **IN** THERE, PAL!


YOUR VALIANT EFFORT SHOULD BE REWARDED, JUNIOR!
HA HA HA HA HA HA HA HA
??
DON'T WORRY. YOUR FRIENDS WILL ALSO GET WHAT THEY DESERVE.
NOOOO!
MY WEAPONS DON'T EVEN MAKE A SCRATCH!
HA HA HA HA HA HA HA HA HA HA HA HA


SQUEEE-SQUEEE-SQUEEE
VWAM
YOU DID IT, SLIPPY! THIS IS ANDROSS' CONTROL CHAMBER!
R-R-REMEMBER WHEN WE CAPTURED THAT ANDROID P-P-PIG ON PAPETOON? IT WAS F-F-FULL OF TOP SECRET D-D-DATA!
THAT'S N-N-NO ORDINARY PIG. IT'S A P-P-PIGGY DATA BANK AND THE POWER SOURCE FOR THIS BASE. HERBERT IS THE KEY TO ANDROSS' OPERATION!
SQUEEE-SQUEEE-SQUEEE
THEN IT'S TIME WE MADE A WITHDRAWAL!
TIME TO CASH OUT!
WEEEEUNK!
!
HERBERT! MORE ENERGY! NOW!
KEEPING AN EYE OUT, ANDROSS?
ZEEEKKOWW
ARRRGH!


Aaaaaaggghhh!
I'VE GOT TO DESTROY THE CORE!
KAKATHOOOOOOOMP!


HE DID IT!
LET'S BLOW BEFORE THE BASE DOES!
CHECK OUT THE FIREWORKS!
BRAWHOMMMP!
MASSIVE EXPLOSION ON VENOM, SIR! FOUR ARWINGS HAVE ESCAPED!
WHEW!
I WAS GOING TO DISCHARGE THE LOT OF THEM.
WHAT NOW? PARADES? MEDALS? AH, THE LONELY BURDEN OF COMMAND!
THE END

# TAKE C

**It's time to take charge. Last year's introduction of the Control Set, which includes the Control Deck and a single controller, gave players the power of choice. They can choose complete Super NES Super Sets or opt for the basic sets with the pared-down prices. If you bought the Control Set, you might be planning to buy an additional controller. In addition to Nintendo's own standard controller, which can be purchased separately, there are several other new Super NES accessories out there that have special capabilities, such as Turbo and Slow Motion, that enhance game play.**

## SUPER ADVANTAGE

SUPER ADVANTAGE

Also from Asciiware, who actually made the NES Advantage that Nintendo of America then licensed from them, comes the Super Advantage. In addition to the eight regular buttons, it has both Auto Turbo and Variable Speed Turbo as well as adjustable Slow Motion. It is mounted on a stable base, has an extra-long cord, and features an eight-way directional joystick that delivers smooth, precise control. Manufacturer's Suggested Retail Price: $49.99

## SUPER NES

SUPER NINTENDO
SELECT
START

## THE SN PROPAD

If you're one of those players who wants to know how everything works, pick up the SN ProPad from STD Entertainment. It has a clear casing that lets you see the pad's innerworkings. It also features 25-shot-per-second Autofire, Semi-Automatic Fire and Slow Motion. Manufacturer's Suggested Retail Price: $19.95

## THE FIGHTER POWER

If you were one of the millions who started playing Street Fighter II in the arcade, you'll be pleased to know that you won't have to relearn the button layout to play the Super NES version—if you use The Fighter Power Stick from Capcom. It has an eight-way joystick, six action buttons, and three rapid-fire Turbo buttons. Although it's designed with Street Fighter II players in mind, it's compatible with all Super NES games and sells for between $75-$80.

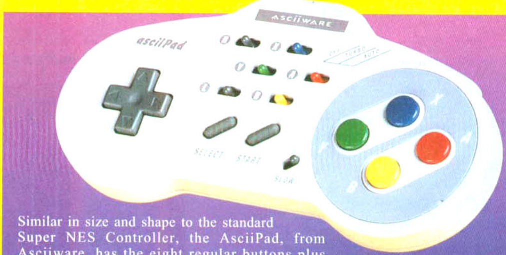
# ONTROL

**In case you haven't seen all of the Super NES accessories on store shelves in your area, this month we're taking a look at some controllers that are available now, some that are planned for the future, and some that are on the market in Japan but probably won't make it to the U.S.—at least not in their present forms. As always, we recommend that you look for Nintendo's Official Quality Seal before you buy any product to use with the Super NES. Products bearing the seal have been quality tested and are guaranteed to be completely compatible with our systems.**

## CONTROLLER

Nintendo's own Super NES Controller features eight buttons and is designed to fit the contour of your hands. Plug it in to experience super precise play control. Manufacturer's Suggested Retail Price: $19.95

## ASCIIPAD

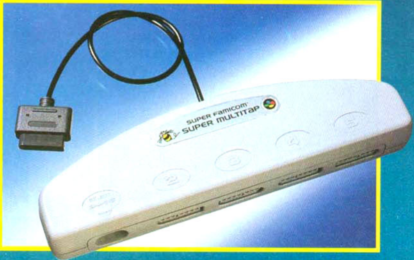


Similar in size and shape to the standard Super NES Controller, the AsciiPad, from Asciiware, has the eight regular buttons plus independent Turbo control for each. It also has a hands-free Auto Turbo that lets you fire up to 20 shots per second—without pressing a button. It's just what you need when timing's tight.Manufacturer's Suggested Retail Price: $24.99

## STICK

## SUPER MULTITAP

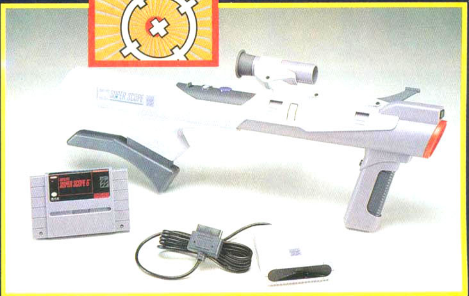
The Super Multitap, from Hudson Soft U.S.A., Inc., plugs into port two of the Super NES and allows up to four more controllers to be used. Although the Multitap pictured is for the Super Famicom, a Super NES version will be available this fall. Hudson plans to sell it packaged with Super Bomberman. A price has not been determined.



## THE SUPER SCOPE

Look for this symbol on games that are specially designed for use with the SuperScope.

Take aim! The Super NES Super Scope uses sophisticated infrared technology to read on-screen action with pin-point accuracy. It rests comfortably on the shoulder and can be used by either right- or left-handed players. The Super Scope comes complete with a special 6-in-1 Game Pak. Manufacturer's List Price: $59.99



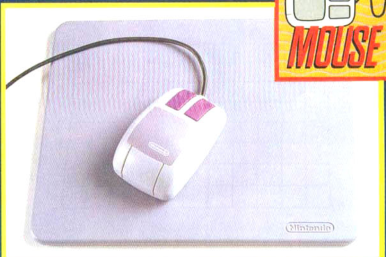
### Super Scope Games Now Available:

Battle Clash
Bazooka Blitzkrieg
The Hunt for Red October
Super Scope 6 (6-in-1 Game Pak)
Terminator 2: The Arcade Game
X-Zone

## THE SUPER NES MOUSE

Look for this symbol on games that are specially designed for use with the Super NES Mouse.

Designed to fit comfortably in the palm of your hand, the Super NES Mouse lets you control the action with a simple click. It comes packaged with Mario Paint, which includes a game, Gnat Attack, that you can play to improve your dexterity with the Mouse. The list of Super NES games that are Mouse compatible is growing all the time. Manufacturer's Suggested Retail Price (with Mario Paint): $59.95



### Super NES Mouse Games Available Either Now Or In The Near Future:

King Arthur's World
Mario Paint
SimAnt
Utopia
On the Ball
Troddlers
Vegas Stakes

## THE MIRACLE PIANO TEACHING SYSTEM

The Miracle makes taking piano lessons easy and fun, no matter what kind of music you want to learn. It teaches real music notation and proper fingering techniques and includes hundreds of customized lessons for learning rock, pop, jazz, classical or country styles. The system uses Artificial Intelligence Technology to determine individual needs and create personalized exercises, just for you. The keyboard itself can produce more than 128 digital instrument sounds and has 49 full-sized, velocity-sensitive keys. Available for both NES and Super NES, the Miracle Piano Teaching System comes complete with instructional Game Pak and keyboard. Manufacturer's Suggested Retail Price: $479.95

THE MIRACLE
PIANO TEACHING SYSTEM

# WHAT YOU WON'T SEE AT YOUR LOCAL STORE

The accessories pictured on this page are for the Super Famicom and are currently available only in Japan, but you never know—some of them might eventually make it to the U.S.

## J.B. King Joystick

The J.B. King controller has features that are similar to those of the Super Advantage, including adjustable Turbo for all buttons and variable Slow Motion. It has an 8-way joystick and a black casing.

## Super Turbo

HORI
SUPER TURBO

For the Japanese market only, Hori produces a Turbo adapter that adds variable Turbo to a standard Super Famicom controller. It plugs in to the Control Deck, and your controller then plugs in to it.

## Super L5

The Super L5, marketed in Japan by Ascii, is a controller made specifically for Role-Playing Games. It's designed to be held in one hand, leaving the other hand free to draw maps or perform other necessary chores, like eating, perhaps, without interrupting game play. The A, B, X and Y Buttons can be turned on and off with the toggle switches on the lower edge, and the buttons themselves are on the back of the controller. The center plate with the Control Pad rotates so you can adjust it to fit your hand.

## Turbo File

With the Turbo File and Turbo File Adapter, both from Ascii, players can save data from as many as four games. In Japan, where Role-Playing Games are incredibly popular, they save character data from one game on the Turbo File and import it to the next game in the series when it comes out.

## XE-1SFC

Called the Intelligent Joystick, the XE-1SFC has 14 control buttons in all, as well as an LCD screen that displays various game modes and databank information. You can assign whichever functions you want to the buttons you choose and store more than one configuration in the XE-1SFC's databank. It's definitely a cool controller, but it's spendy, selling for more than ¥13,200 (about $114) in Japan.

## The Hyperbeam

Konami Japan markets a remote controller there that can be used with both the Famicom and the Super Famicom. It transmits an infrared beam to a dish-like receptor, which plugs into the controller port of the Control Deck.

KONAMI
KONAMI

# WHAT YOU MIGHT SEE SOON

Tyco is working on a very interesting adapter for the Super NES that they're planning to call either the Thrasher or the Power Plug. It plugs in to the control deck, then any Super NES compatible controller can be plugged into it. Using the adapter, you will be able to change the functions specified for the various controller buttons. If you don't like the configuration set by the game, you can change it. For example, if a racing game assigns the brake function to the X Button and you'd prefer to brake with A or B, you can reassign the function.

Another exciting feature is the unit's built-in RAM, which allows it to record, save and assign a combination of moves to one controller button. Pressing a single button to perform combination moves will be particularly helpful with games such as Streetfighter II. If you're using Ken or Ryu, you must normally press Right, Down then Down and Right to perform the Rising Dragon Punch. You can, instead, record the moves in a macro and perform them using a single button. Now that's thrashing! Another great move to record would be Chun-Li's Inverted Hurricane Kick.

And that's not all. This adapter will have real Turbo and Slow Motion. Most controllers create Slow Motion by quickly pausing and un-pausing the game, which can result in a choppy scene on your set. The Thrasher is smart—it can actually slow down the game clock. It also reads information in both the Control Deck and the Game Pak to see how fast the combination can operate, so when you activate Turbo on your controller, you'll get the top speed possible.

---

***Rumor has it that Acclaim also has a new controller in the works. It's a hand-held model with infrared remote function. Keep an eye on Pak Watch for more details as they become available.***

POWER
PLAYER'S
CHALLENGE

High scores have flooded the mailroom this month! We have gotten such a great response from the Super Mario Kart Challenge that we've opened up a few more tracks. Try your hand at beating these times, or any of the other challenges. We can't wait to see the top scores next month, so send us your photos. Be sure to include your system in the photo when you take it. Good luck, and keep on playing!

## CHALLENGE

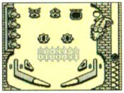
### SUPER MARIO KART

**What are the best times you can get on Donut Plains 1, Ghost Valley 1, and Bowser Castle 1?**

Send us your best Time Trial times.

### REVENGE OF THE GATOR

**What is your highest score in the 1-player game?**



Test out your pinball skills on this game!

### YOSHI'S COOKIE

**What is the highest score you can get in the 1-player game?**

You can get higher scores on high speed.

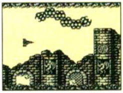
### WORDTRIS

**How high of a score can you get in the 1-player game?**

Only the fastest of spellers will master this game.

### GRADIUS INTERSTELLAR ASSAULT

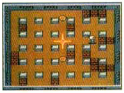
**What is the highest score you can get in this space shooter?**



Finish the game to get the highest score.

### BOMBERMAN 2

**What is the highest score you can get when you play a 1-player game?**



Don't Continue or you will lose your score.

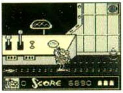
### SIMEARTH

**How many years does it take you to reach the Nanotech Age on a random planet when you play the Normal Level?**

SimEarth
PRESS START
The Living Planet

### THE REN & STIMPY SHOW SPACE CADET ADVENTURES

**What is the highest score you can get?**



Take a photograph before the end of the game.

### SOLSTICE

**What is the highest percent of rooms you can find?**

You must find all 255 rooms to get 100%.

# POWER PLAYERS

## SUPER MARIO KART

**Best Time on Mario Circuit 1 Time Trial.**

| | |
|---|---|
| Ben Marshall<br>Mountain Ranch, CA | 1:03:64 |
| Jody Perry<br>West Brome, PQ | 1:03:67 |
| Ernest J. Congiliando<br>Maple Glen, PA | 1:04:02 |
| David Dill<br>Evansville, IN | 1:04:09 |
| Bradley Palmer<br>Fredericton, NB | 1:04:52 |
| Jason White<br>Sacramento, CA | 1:04:52 |
| David Mitchell<br>Spencer, MA | 1:04:64 |
| Joel Gelatetter<br>Ballston Spa, NY | 1:04:88 |

**Best Time on Donut Plains 1.**

| | |
|---|---|
| Terry Munson<br>Game Play Counselor | 1:40:86 |

**Best Time on Ghost Valley 1.**

| | |
|---|---|
| Tom Kristensen<br>Game Play Counselor | 1:16:48 |

**Best Time on Bowser Castle 1.**

| | |
|---|---|
| Phil Honeywell<br>Game Play Couselor | 1:52:76 |

## WORDTRIS

**Highest Score in a 1-player Game.**

| | |
|---|---|
| Kim Racey<br>Game Play Counselor | 66,000 |

## SIMCITY

**Fastest Time to Megalopolis.**

| | |
|---|---|
| Bob & Grace Hocum<br>Black Creek, NC | Mar. 1904 |
| Peggy Johnsen<br>Seattle, WA | Jan. 1907 |
| Jim Ham<br>Bison, KS | Jan. 1915 |

## F-ZERO

**Fastest Times on Mute City 1.**

| | |
|---|---|
| Justin Mazur<br>New Albany, NY | 1:57:99 |
| Robert Butner<br>Castro Valley, CA | 1:58:98 |
| Mike Walsh<br>Scarborough, ON | 1:59:34 |
| Dan Zdrodowski<br>Oldsmar, FL | 1:59:92 |
| Ed Goldner<br>Pomton Plains, NJ | 2:00:33 |
| Jennifer Webb<br>Cypress, CA | 2:00:67 |

## TETRIS

**Most Lines in Game A.**

| | |
|---|---|
| Frank Westphal<br>Iron Ridge, WI | 194 Lines |
| Jerome Sus<br>Des Plaines, IL | 181 Lines |
| Joseph Lowery<br>Philadelphia, PA | 176 Lines |

## METRIOD II: RETURN OF SAMUS

**Finished the game in the shortest time.**

| | |
|---|---|
| Andy Semple<br>Waverley, NS | 1:43 |
| Byron Kask<br>Campbell River, BC | 2:07 |
| Sam Schapperow<br>Waterford, CT | 2:11 |
| Julien Valois Dobbie<br>Saint-Romuald, PQ | 8:50 |
| David Jaguttis<br>Edmonton, AB | 9:45 |

## TETRIS

**Highest Scores on Game A.**

| | |
|---|---|
| Matt Spencer<br>Ames, IA | 609,620 |
| Stuart Teper<br>Brooklyn, NY | 574,764 |
| Glenn A. Iba<br>Lexington, MA | 562,788 |
| Alec Nevala-Lee<br>Castro Valley, CA | 446,166 |
| Carol A. Howel<br>Salt Lake City, UT | 418,938 |

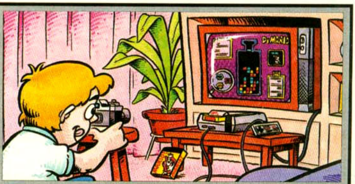
## BOMBERMAN 2

**Highest Score**

| | |
|---|---|
| Theresa Tibbs<br>Game Play Counselor | 4,739,800 |

## WHAT A SCORE!

Send us your name and address with a photo of your accomplishment! To take a photo of an NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and take your best shot! To take a Game Boy photo, place your Game Boy on a flat surface, then take your photo using natural light. Make sure that the system is included in your photo. Nintendo is not responsible for lost or late mail. Scores printed are determined by the Nintendo Power staff. All decisions are final.



Send to →

NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, WA. 98073-9733

# CLASSIFIED INFORMATION

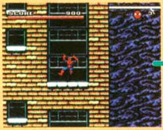
TOP SECRET

## SPIDER-MAN AND THE X-MEN

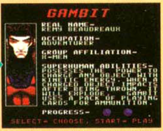
### From Agent #612

### Extra Heros

Agent #612 has discovered a special trick that will allow you to build up extra heroes. After you have successfully passed the first Spider-Man Stage, you can choose any of the five stages to play next. In the Gambit Stage, you will gain an extra life each time you collect 100 stars. To build up your stars quickly, work your way through the stage until you find the fourth green globe. Position Gambit just to the left of the green globe, and jump over it, off the screen. If you land back to the spot you first jumped from without touching the globe, you will gain approximately 40 stars. If you continue jumping off the screen, you should be able build up 10 1-Ups before the giant spiked wheel catches up with you. If you don't finish the Gambit Stage until last, you can return and build up 99 extra heroes as often as you need.



You must pass the Spider-Man Stage at the beginning of the game, before you can build up extra heroes.



GAMBIT

REAL NAME-
REMY BEAUDREAUX

OCCUPATION-
ADVENTURER

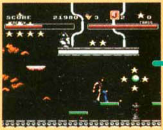
GROUP AFFILIATION-
X-MEN

SUPERHUMAN ABILITIES-
POSESSES THE POWER TO CHARGE ANY OBJECT WITH KINETIC ENERGY. WHEN A CHARGED OBJECT IMPACTS AFTER BEING THROWN, IT WILL EXPLODE. GAMBIT USES A PACK OF PLAYING CARDS FOR AMMUNITION.

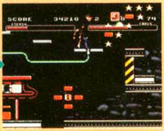
PROGRESS-

SELECT- CHOOSE, START- PLAY

Select the Gambit Stage and press Start to begin playing the stage.



Work your way through the stage until you find the fourth green globe.



Jump over the green globe at the top of the screen to build up your stars. Be sure not to touch the globe.

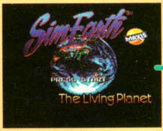
## SimEarth™

### From Agent #026

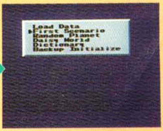
### Scenario Select

The SimEarth scenarios offer advanced players extra challenging worlds to develop. Normally, you must finish each world in order, and completing them can sometimes prove to be impossible. With this code you can play any of the eight scenarios at any time without having to finish them in order. On the Title Screen, press Start to go to the Main Menu. Select the Scenario command but don't press Start. Hold the L, R, and Y Buttons, then press the A Button to go to the Stage Select screen. Choose any of the eight scenarios and press the Start Button to begin playing. Each of the scenarios will offer players a different environmental problem to solve, so be sure to try them all.

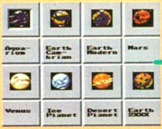
### Hold L, R, Y, then Press A.



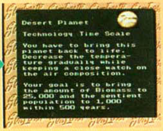
On the Title Screen, press Start to bring up the Main Menu.



Select the Scenario command, hold L, R, and Y then press A.



Choose the world that you want to develop and press Start.



Desert Planet

Technology Time Scale

You have to bring this planet back to life. Decrease the temperature gradually while keeping a close watch on the air composition.

Your goal is to bring the amount of Biomass to 25,000 and the sentient population to 1,000 within 500 years.

Each world will offer a new problem for you to solve!

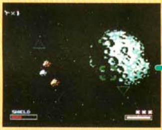
# CLASSIFIED INFORMATION

## STARFOX

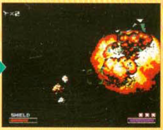
### ■ From Agent #971

### Secret Area

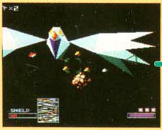
Our Agents have found another secret area in Star Fox, but this area leads you to a secret ending to the game. You can find the secret area while fighting in Stage 3-2, the Asteroid Belt. Shoot the second giant asteroid on the right side of the screen until it explodes. An egg flies out of it. Chase the egg, and when it hatches into a bird, fly into the bird's claws. You will warp to Out of this Dimension area. This area is filled with enemy paper airplanes and other vicious origami. You may find it tricky to work past these enemies because of the fluctuating background. At the end of the nebula is the Giant Slot Machine. To find the Secret Ending, shoot the arm of the slot machine until you hit the triple seven jackpot.



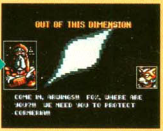
In Stage 3-2, shoot the second giant asteroid until it explodes.



Chase after the egg that flies out of the exploding asteroid.



When the egg hatches into a bird, fly into its claws.

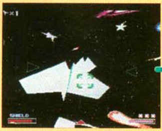


OUT OF THIS DIMENSION

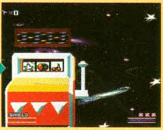
COME IN, ARWINGS!! FOX, WHERE ARE YOU?!! WE NEED YOU TO PROTECT CORNERIA!!

You will be warped to Out of this Dimension, an area of no return.

### Secret Ending



Work your way through the nebula, avoiding the paper airplanes.



Shoot the arm of the Giant Slot Machine until you hit the jackpot.

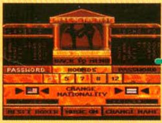
## BEST OF THE BEST

CHAMPIONSHIP KARATE

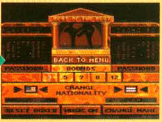
### ■ From Agent #309

### Kumate Warp

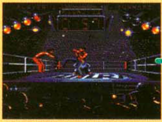
Our Agents have found a trick that will allow you to enter a Powered-Up fighter into the Kumate mode of the game. At the Title Screen, press the Start Button to go to the Main Menu screen. Move the cursor to the Option block and press Select. On the Option Screen, select the Password block in the top left corner and enter RHT255457K as your password. Your character's attributes will be completely maxed out at 99%. Return to the Main Menu Screen and use the Next Boxer block to cycle through the boxers. Select Ivanov as your opponent and challenge him to a match. After you defeat him you can enter the Kumate mode of the game. In the Kumate, select the PAD vs. SNES box until both characters look the same. If you defeat the mirror image, all of the opponents from the regular tournament will appear in the Kumate.


BACK TO MENU
PASSWORD
ROUNDS
PASSWORD
3
5
7
8
12
CHANGE NATIONALITY
MUSIC ON
CHANGE NAME

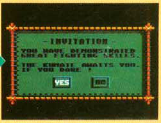
On the Option Screen, select the Password block in the top left corner.


BACK TO MENU
PASSWORD
ROUNDS
PASSWORD
3
5
7
8
12
CHANGE NATIONALITY
MUSIC ON
CHANGE NAME

Enter the Password RHT255457K. All of your character's attributes will be maxed out.



Select Ivanov as your next opponent and challenge him to a match.

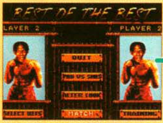


- INVITATION -

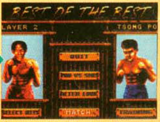
YOU HAVE DEMONSTRATED GREAT FIGHTING SKILLS.

THE KUMATE AWAITS YOU. IF YOU DARE !

After defeating Ivanov, you can enter the Kumate with your Powered-Up character.


BEST OF THE BEST
LAYER 2
PLAYER 2
QUIT
PAD VS SNES
MATCH
TRAINING

Select the PAD vs. SNES block until both characters look the same.


BEST OF THE BEST
LAYER 2
TSONG PO
QUIT
PAD VS SNES
MATCH
TRAINING

After you defeat the mirror image, extra fighters will appear in the Kumate.

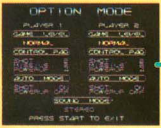
# CLASSIFIED INFORMATION

GRADIUS III
TM

## From Agent #946

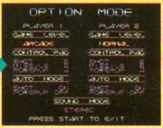
### Arcade Mode

Our Agents have found three new codes for the Super NES game, Gradius III. The first code will allow expert game players to try an even harder version of the game. On the Title Screen, select the Option command and press Start. In the Option Mode of the game, highlight the Game Level, then rapidly press the A Button until the game level changes to ARCADE. Press Start twice to begin the game. You can play the more difficult level on either the one- or two-player games.



OPTION MODE
PLAYER 1 PLAYER 2
GAME LEVEL GAME LEVEL
NORMAL NORMAL
CONTROL PAD CONTROL PAD
AUTO MODE AUTO MODE
SOUND MODE
STEREO
PRESS START TO EXIT

On the Title Screen, select the Option command and press Start to go to the Option Mode.

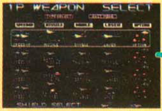


OPTION MODE
PLAYER 1 PLAYER 2
GAME LEVEL GAME LEVEL
ARCADE NORMAL
CONTROL PAD CONTROL PAD
AUTO MODE AUTO MODE
SOUND MODE
STEREO
PRESS START TO EXIT

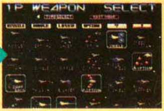
Highlight the Game Level option, then rapidly press the A Button until ARCADE appears.

### Weapon Select

For added challenge, you can enter this code that will allow the computer to randomly select your weapons. After selecting the Game Mode, press Start to enter the Weapon Select screen. Press Right on the Control Pad to enter the Edit Mode. Press X, Y, X, X, Y, Y, X, Y on Controller I and the computer will select your weapons.



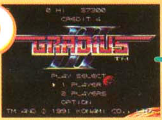
On the Weapon Select screen, press Right on the Control Pad to enter the Edit Mode.



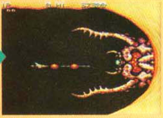
Press X, Y, X, X, Y, Y, X, Y and the computer will select all of your weapons.

### Demo Mode

You can extend the length of the Demo at the beginning of the game by entering the following code. On the Title Screen press and hold the A Button. If you continue to hold the A Button, the game will run through the introduction and the entire first stage of the Arcade Mode, all the way to the Boss.



On the Title Screen, press and hold the A Button to see the Demo Mode.



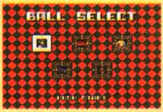
The Demo runs through the entire first stage, all the way to the Boss.

## From Agent #451

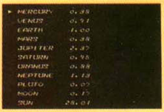
### Special Passwords

You can enter the passwords below to change different elements of On the Ball by Taito. The Ball Change option will allow you to choose from among five different balls, including Robbie from the Bubble Bobble games. You can switch between different pulls of gravity using the Gravity Change Password. With the Sound Test and Best Time passwords you can check out all the music of the game, as well as all of the record times throughout the game. You can enter more than one password at a time.

**Ball Change ................GFXJF**
**Gravity Change..........ZLJPJ**
**Sound Test..................NRRRP**
**Best Time...................ZNGGX**

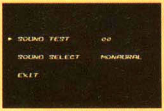


Enter the Password G F X J F to change the style of your ball.



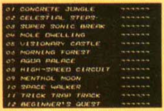
```
► MERCURY    0.38
  VENUS      0.91
  EARTH      1.00
  MARS       0.38
  JUPITER    2.37
  SATURN     0.95
  URANUS     0.88
  NEPTUNE    1.13
  PLUTO      0.07
  MOON       0.17
  SUN       28.01
```

With the Gravity Change you can play under the gravitational conditions of any planet.



```
► SOUND TEST     00
  SOUND SELECT   MONAURAL
  EXIT
```

Use the Sound Test password to check out the different music in the game.



```
01 CONCRETE JUNGLE         -------
02 CELESTIAL STEPS         -------
03 SUPER SONIC BREAK       -------
04 MOLE DWELLING           -------
05 VISIONARY CASTLE        -------
06 MORNING FOREST          -------
07 AQUA PALACE             -------
08 HIGH-SPEED CIRCUIT      -------
09 MENTHOL MOON            -------
10 SPACE WALKER            -------
11 TRICK TRAP TRACK        -------
12 BEGINNER'S QUEST        -------
```

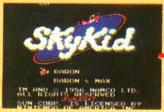
All of the Best Times can be seen by entering the password Z N G G X.

# CLASSIFIED INFORMATION

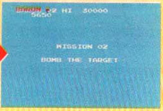
## FROM AGENT #588

### Continue Code

Agent #588 has sent for the classic game Sky Kid. This code will allow you to continue the game on the stage where you last left off. After you have lost your last airplane, hold Down and Left on Controller II, then wait a few seconds. When the Title Screen appears, press Start on Controller I to continue your game. You can use this code to continue as many times as you need to finish the game.


SkyKid
BARON
BARON & MAX
TM AND © 1986 NAMCO LTD.
ALL RIGHTS RESERVED
SUNSOFT
SUN CORP. IS LICENSED BY
NINTENDO OF AMERICA INC.

After the game is over, Hold Down and Left on Controller II, and press Start on Controller I.


BARON 2 HI 30000
5650
MISSION 02
BOMB THE TARGET

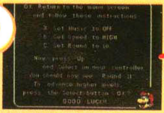
You will start at the beginning of the last stage you played.

YOSHI'S COOKIE

## FROM AGENT #102

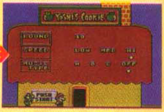
### Special Game Select

If you can finish Round 10 - Stage 10 of Yoshi's Cookie on the NES, you will receive a code that will allow you access to the later stages of the game. Agent #102 was able to complete this task, and sent us the code. On the one-player game, set the music to OFF, the speed to HIGH, and the round to 10. Hold Up on Controller I and press Select. The screen should now read "Round 11." You can advance to higher levels by pressing the Select Button again.

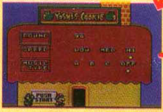


01. Return to the main screen
and follow these instructions
a. Set Music to OFF
b. Set Speed to HIGH
c. Set Round to 10.
Now press Up
and Select on your controller.
You should now see Round 11
To advance higher levels,
press the Select button. OK?
GOOD LUCK!

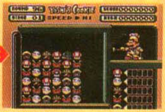
After Finishing all of Round 10, wait a second to receive the code.


YOSHI'S COOKIE
ROUND 10
SPEED LOW MED HI
MUSIC TYPE A B C OFF
PUSH START

Set up the game for Round 10, High Speed, with the music off.


YOSHI'S COOKIE
ROUND 96
SPEED LOW MED HI
MUSIC TYPE A B C OFF
PUSH START

Hold Up on Controller I and press the Select Button to advance the rounds.

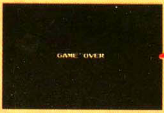

YOSHI'S COOKIE
SPEED HI

The Bonus Rounds feature Mario Bros. characters instead of the normal cookies.

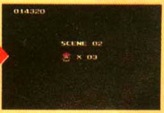
## FROM AGENT #494

### Continue Code

Normally, when you play Bump'n Jump on the NES, you have to start at the beginning of the game when your game is over. With this code you can continue the game from the beginning of the stage that you last played. After you have lost your last car, wait until the Game Over screen, then hold Select on Controller I and the A and B Buttons on Controller II. While holding these buttons, quickly press Start twice on Controller II.



Hold Select on Controller I, and both A and B on Controller II.


014320
SCENE 02
× 03

While holding these buttons, Press Start on Controller I twice to continue.

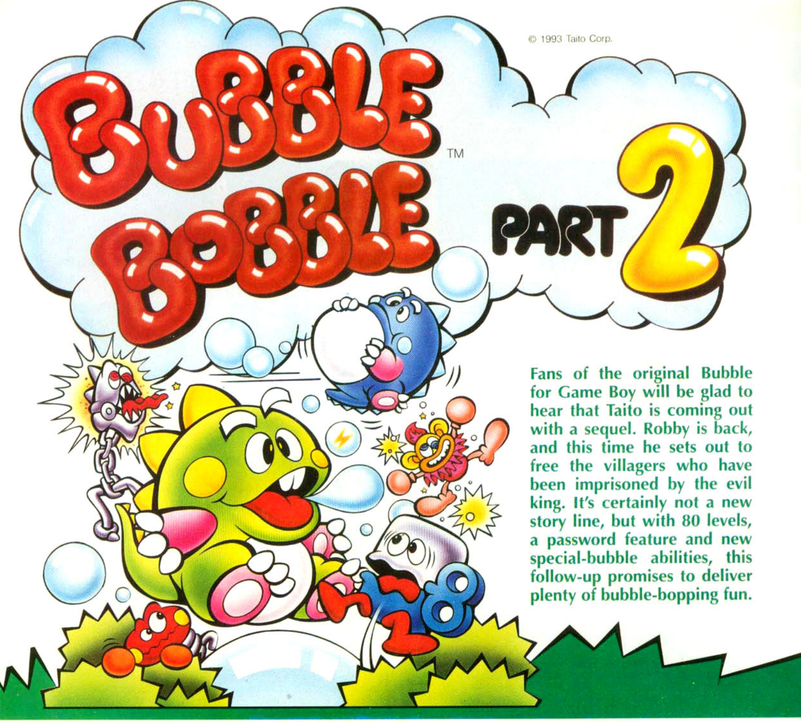
## BE A TOP SECRET AGENT

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three digit agent number and be sure to include it with your codes.

Our Address is:
**Nintendo Power**
**Classified Information**
**P.O. Box 97033**
**Redmond, WA**
**98073-9733**

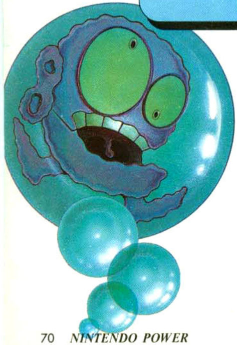
© 1993 Taito Corp.

# BUBBLE BOBBLE™ PART 2



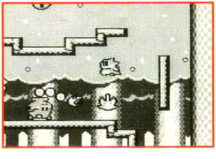
**Fans of the original Bubble for Game Boy will be glad to hear that Taito is coming out with a sequel. Robby is back, and this time he sets out to free the villagers who have been imprisoned by the evil king. It's certainly not a new story line, but with 80 levels, a password feature and new special-bubble abilities, this follow-up promises to deliver plenty of bubble-bopping fun.**

## BURST YOUR BUBBLE



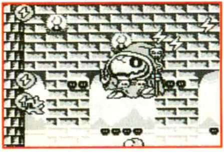
### POP TO IT

Like its predecessor, Bubble Bobble Part 2 has clean graphics and responsive play control. Robby defeats enemies by encasing them in bubbles that he then pops. He earns Power-Up items or points for every baddie-in-a-bubble that he pops.



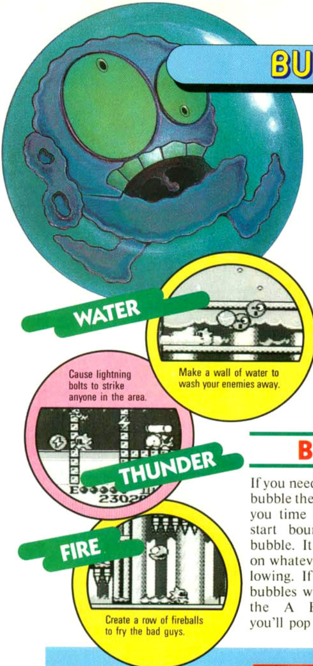
### FOUR AREAS, 20 ROUNDS EACH

The 80 levels offer plenty of variety, and they become more challenging as you go. Robby begins with only three lives and three hearts in his Life Meter, so it's a good thing that you can use a password to continue with your progress intact.



# BUBBLE BAUBLES

There are lots of items to pick up when you break bubbles and bust bad guys. If you collect letters that spell EXTEND, you'll earn a 1-Up. If you find five Crystals, a secret door that leads to a Bonus Room will appear. When you break bubbles that contain enemies, you'll earn food or special ability items.



**WATER**

Make a wall of water to wash your enemies away.

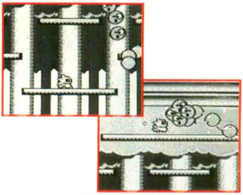
**THUNDER**

Cause lightning bolts to strike anyone in the area.

**FIRE**

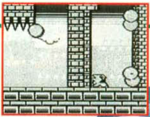
Create a row of fireballs to fry the bad guys.

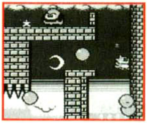
## RIDE THE AIR WAVES



The air flow varies from round to round, so send out a stream of bubbles as soon as you enter a new area. You'll need to know how the air's flowing in the new area so you'll know where you need to go to find and burst bubbled-up enemies. Special bubbles and the letters you need to spell EXTEND follow the air-flow pattern, too.

## BUBBLE BOUNCE

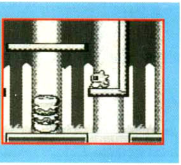




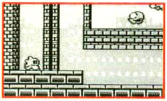
If you need a lift, try riding a bubble. Throw out a bubble then jump and hold the A Button down. If you time it right, you'll start bouncing on the bubble. It will take you on whatever path it's following. If you jump on bubbles without holding the A Button down, you'll pop them.

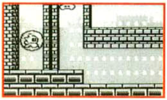
Bubble Bobble Part 2 incorporates an interesting mix of bubbles that, when popped, create special effects like floods and falling stars. Some of the effects will be familiar to those who played the original, but three new ones show up in this version.

- –16 Small Food Items (100 Pts.)
- – 5 Large Food Items (10,000 Pts.)
- –18 Special Ability Items

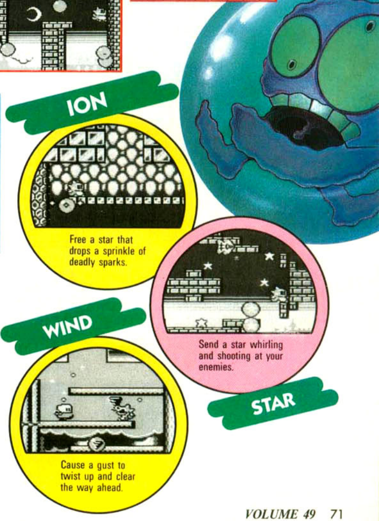


## BUBBLE UP





Another way to rise above it all is to encase Robby in a big bubble that you can control. To create the big bubble, hold the B Button down until you fill the bubble-ometer in the lower right area of the screen. Robby will begin to flash, then he'll pop into a big bubble. Keep an eye on the meter—when it expires, the bubble disappears. You don't want to be floating over a dangerous area when the meter runs out.



**ION**

Free a star that drops a sprinkle of deadly sparks.

**STAR**

Send a star whirling and shooting at your enemies.

**WIND**

Cause a gust to twist up and clear the way ahead.

TITUS the FOX
TM

© 1993 Titus

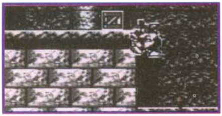
*This new Game Boy action cart stars a fox character that is so popular, a whole company was named after him! Well . . . actually, it's the other way around. Titus, the company, has graciously lent its moniker to this cunning creature. What's more, the fox is thrown head-first into a likeable Game Boy product.*

## FOX ON THE RUN

The object is to reach the goal in each Level while collecting as many Diamond Boxes as possible. Scoring 100 Diamond Boxes awards Titus with an extra life. The only weapon Titus can use are Boxes. He can pick them up and throw them at enemies.

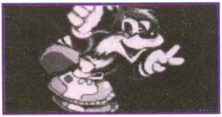
## GET FOXY!

Titus has pretty good springs, but he can't jump as high when he's carrying a Box. Here's the trick: throw a Box high on a ledge, then jump up to it and pick the Box up again.



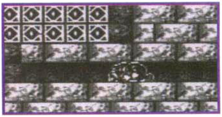
## COOL GRAPHICS

It looks like Titus has been cut and pasted onto the backgrounds. There's an outline around him that makes him easier to see against the backgrounds. What a cool idea!



## EASY, YOU SAY?

Veteran gamers should have no trouble finishing Titus the Fox on Easy mode, but winning on the Hard mode will take some doing. It's like playing with a turbocharger kicked on!



# SLY AS A FOX

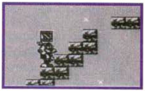
Titus can only take five hits from enemies before he loses a life. One of the most disappointing things about the game is that you have to press the Start Button to go to a subscreen and view your Energy Meter. There's nothing on the main screen that indicates how much energy you have left. The subscreen also gives you your score, number of lives remaining and the number of Diamond Boxes you have collected.

## BOXES & BALLOONS

Pressing the B Button, Titus will pick up Boxes and Balloons. Pressing the B Button again causes Titus to chuck the Item in the direction that he is facing. The Boxes are used to take out enemies. The Balloons won't damage any enemies, but Titus can bounce on them to reach higher platforms.

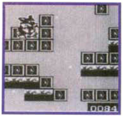
## SECRET STAIRWAYS

Just when it seems like there's no way to get up to a certain area. Poof! A hidden stairway will begin to form in front of Titus's own eyes. There are many secret stairways and secret passages that will open up to allow Titus to reach hidden rooms.



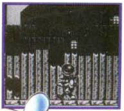
## BONUS STAGES

After completing each Level, Titus will be given a chance to high-tail it through a Bonus Stage where he'll have a Diamond Boxfest. The idea is to grab as many of the Boxes as you can before the 100 ticks on the timer run off.



## TAKE IT AND RUN

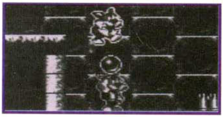
A bit of strategy will come into play in certain areas where Titus finds many platforms and many enemies. Titus can grab a Balloon and place it in an opportunistic location. He can then grab a Box and, while holding the Box, use the Balloon to bounce himself up to a waiting platform.



# OUT-FOX YOUR FRIEND

One of the best things about this game is that it's a two-player simultaneous game. In fact, it's been touted as the very first platform game with two-player simultaneous action for Game Boy. So there. Using a Game Link cable, two foxes can team up on their way to Marrakech and back.

## DOUBLE-UP

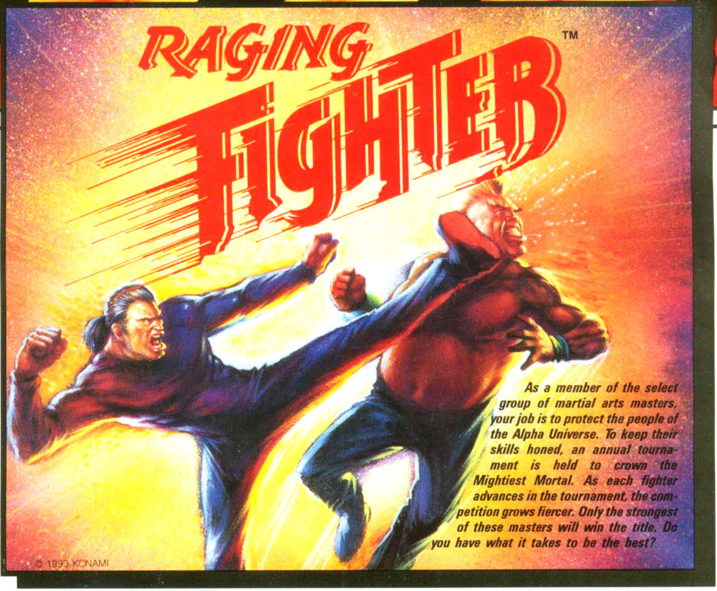


Different strategies can be employed in the two-player mode. For example, if Titus is holding a Balloon, Zorro can jump on and spring off of the Balloon that, his cousin, Titus is holding.

## PLAY ON AND ON

Along the way to Marrakech and back, Titus will encounter 17 Levels. It's a rather large game and should provide plenty of play value for someone in need of a new Game Boy challenge.

# RAGING FIGHTER™

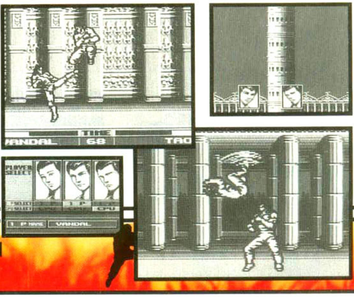


*As a member of the select group of martial arts masters, your job is to protect the people of the Alpha Universe. To keep their skills honed, an annual tournament is held to crown the Mightiest Mortal. As each fighter advances in the tournament, the competition grows fiercer. Only the strongest of these masters will win the title. Do you have what it takes to be the best?*

© 1993 KONAMI

## RAGING FIGHTER RAGES!

Konami's Raging Fighter brings all of the one-on-one fighting action of a street fighter game to Game Boy. Street fighting fans can choose from seven different fighters and test their skills in four different styles of tournaments. Each fighter has a variety of attacks, including at least two special attacks that inflict extra damage. The special attacks are easy to work and street fighting fans will find them natural to use. Large characters and smooth animation make the graphics of this game top rate. The only major drawback to the game is the lack of a pause function. While it adds to the challenge of the tournament, playing straight through without a break can be frustrating. Overall, the strong graphics and great play control offer players hours of challenging fun.



# FIGHTER PROFILES

Each character in Raging Fighter has his or her own set of skills. Each fighter is a unique combatant in the tournament. Below, you will find a brief description of each fighter's style to help you select your favorite. The meter will help you determine how the characters compare across five different abilities. Find the fighter who matches your style, then test your skills against the others in the tournament.

## TAO

If you can catch the enemy by surprise, the Scissors Slash will inflict massive damage on them. When you jump over an opponent, use the painful Skull Cracker. Tao's defenses tend to be weak, so stay on the attack.

STRENGTH 4
SPEED 8
DEFENSE 8
MOBILITY 9
ENDURANCE 4

## VANDAL

Vandal's Windmill Whipper kick is a good defense against most special attacks. He is a strong kicker and attacks well from a distance. The Somer-Assault attack is a great finishing move when you back the enemy into the corner.

STRENGTH 6
SPEED 7
DEFENSE 8
MOBILITY 8
ENDURANCE 5

## ASKA

Aska has average endurance and strength, but poor mobility. His 1-2-3 Kick is a three-part kick that can do high damage, if it connects. The Flash Blast is a unique fireball that flies under oncoming fireballs.

STRENGTH 6
SPEED 5
DEFENSE 5
MOBILITY 6
ENDURANCE 7

## BULK

This guy is a tank. He has high strength and defensive ability, but is way too slow. His only quick move is the Head Banger. If you get a chance to jump over an opponent, you can elbow drop onto him for extra damage.

STRENGTH 9
SPEED 1
DEFENSE 9
MOBILITY 2
ENDURANCE 10

## MIYABI

Though she is highly mobile, Miyabi lacks in strength and endurance. Use the Cannonball Crunch to attack opponents from above. The Destructo Spin can be a very effective attack if you catch your opponent by surprise.

STRENGTH 3
SPEED 10
DEFENSE 4
MOBILITY 10
ENDURANCE 4

## RUOH

The Fist O' Fire attack is a fireball that keeps enemies at bay. If your opponent gets too close, you can use the Jaw Breaker uppercut or a powerful throw to floor them. If all else fails, use low kicks to drive off attacks.

STRENGTH 6
SPEED 6
DEFENSE 7
MOBILITY 7
ENDURANCE 6

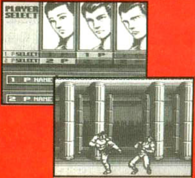
## SHADES

Shades is similar to Ruoh in his method of attack. The Ball of Fury and the Knuckle Buster are identical to Ruoh's attacks. If an opponent gets too close, low kicks are more effective than a throw at driving off an opponent.

STRENGTH 7
SPEED 6
DEFENSE 7
MOBILITY 7
ENDURANCE 7

## 2-PLAYER ACTION

The action is at its best when two players link up their Game Boys and challenge each other in the Versus mode. The fast action and good graphics carry over into the two-player version of the game. Each player can test out the street fighting skills of their favorite fighter in a three set match. As with most street fighting games, the best part is beating your friends.



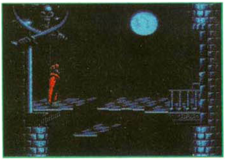
# COUNSELORS' CORNER!

## PRINCE OF PERSIA

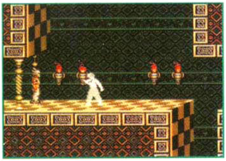
Alan Belardinelli

### HOW DO I CROSS THE GAP WHERE THE BRIDGE WAS IN LEVEL 15?

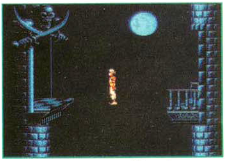
Near the end of Level 15 you'll see a bridge over a gap, but when you approach it, Jaffar will destroy it. The gap will be too wide for you to jump. You'll need to team up with your Double in order to cross the gap. To do so, head to the right until you meet your Double, who will challenge you to fight. As soon as the fight begins, press Down on the Control Pad to put your sword away. Your Double will do the same. When the swords are sheathed, run into your Double to become one with it. Now you can return to the gap and jump safely across because your Double will use his ghostly power to keep you from falling.



When Jaffar destroys the bridge, it appears that there is no way to cross this gap.



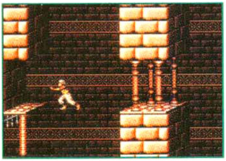
Press Down on the Control Pad to put your sword away as soon as the fight starts.



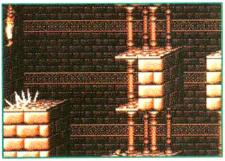
After your Double joins you, you'll have the power to jump across the gap.

### HOW DO I REACH THE DOOR IN LEVEL 18?

The Door in Level 18 causes problems because many players try to grab the platform above the Door. Step on the Trigger, do a running jump to the left across the gap, then run off the screen. Jump again when you reach the edge of the third platform. Just after you jump, release the jump button so you'll fall at an angle. Hold the A Button so you'll catch the ledge of the Door itself, not the platform.



Jump when you reach the end of the third platform, then release the jump button.



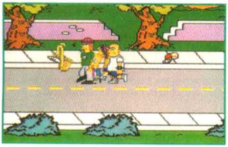
Hold the A Button as you fall at an angle. Catch the Door itself, not the ledge above it.

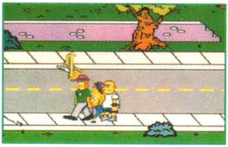
## THE SIMPSONS: BART'S NIGHTMARE

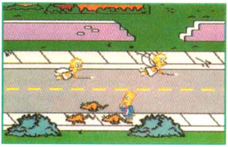
# HOW DO I GET AWAY FROM JIMBO AND THE GANG?

Todd Gardiner

In Bart's Nightmare, Jimbo and his gang of thugs terrorize the streets of Windy World. If they catch up with Bart, they trap him and force him to go along with them. He not only loses Z's as long as he's with them, they often force him in to deadly situations. To escape, jump and touch a Saxaphone. The Sax summons a Lisa Fairy, who will cast a spell on the gang members. The spell will turn the gangsters into rats that scurry off, leaving Bart behind to wander the streets looking for his homework.

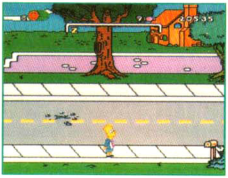

Jimbo and his gang own the streets of Windy World.

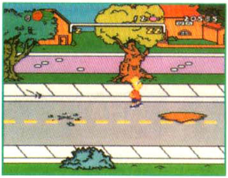

If Bart falls under their influence, he's stuck.


Summon the Lisa Fairy—she'll turn them into rats.

## HOW CAN I GET OUT OF THE SUIT?

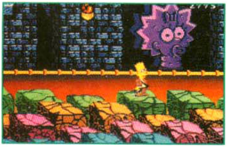
Bart may like his casual attire, but Principal Skinner has something a bit more formal in mind for him. He walks the streets of Windy World carrying a suit on a hanger. If Bart touches the suit, he immediately spins into it. He can't have much fun while wearing the suit because he can't collect Z's and he can't use weapons. To get out of it, he must jump (not step) into a Mud Puddle. When Bart dives in, he loses the suit.

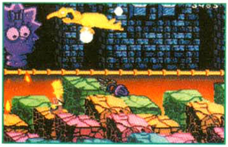

If Bart touches the suit, he instantly spins into it. He can't collect Z's while wearing it.

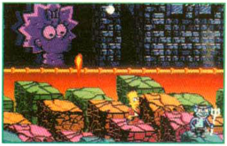

What is a suited-up Bart likely to do? Jump into a Mud Puddle, of course.

## HOW CAN I AVOID MAGGIE'S PACIFIER?

In Maggie's Temple, Bart has more to worry about than just the pillars of stone that disappear when he jumps onto them. He also has to dodge the perilous Pacifiers that are spit out by huge stone replicas of his little sister when he enters their line of fire. To avoid the menacing missiles, jump to the last safe block and stop there. Using the R Button on your Super NES controller, scroll to the right. When the stone head comes into view, it'll pop its Pacifier and you'll be able to pass safely and Indy Bart can continue his adventure.


Stop on the block that puts Bart as close to Maggie as he can come without being Pacified.


Scroll to the right until Maggie spits her Pacifier out.

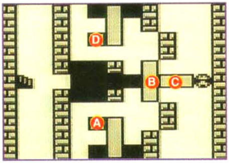

With the Pacifier out of the picture, the coast is clear and Bart can continue.

# KWIRK

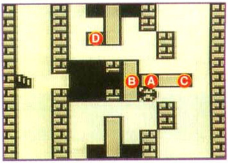
## HOW DO I SOLVE LEVEL 2, ROOM 3?

Greg Richardson

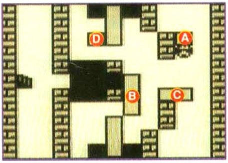
Your goal in this room is to create a walkway that will run to the left through the two brick columns all the way over to the room with the door. You'll use blocks A, C and D to fill the black space and make the walkway. First, push the tall, vertical piece, B, one space to the left. Walk down to the space below block A. Shove it up one square and then slide it over next to the bricks on the right. Now push block A up one more space, stopping when it's between B and C. Walk around the end of C and slide B down one space. Move A up two spaces and shift C down one. Now you can push block A around to the other side of the bricks. Go to block D and slide it down and over to rest on the second space below A. To cover the black spaces in the middle of the screen, shove C up and left over between the columns, then finish the connection with blocks A and D.



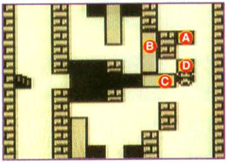
This is how the room looks when you first enter. Start by pushing the B block to the left.



Slide the square A block up one, to the right and against the bricks, then up between B and C.



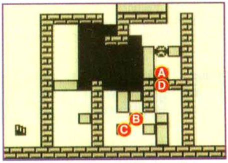
Shove B down and A up two spaces while you move C down. Put A in the upper right.



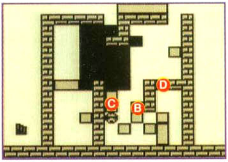
Move block D to the position shown, then push C up and over. Finish with A and D.

## ? WHAT IS THE SOLUTION TO LEVEL 2, ROOM 8? ?

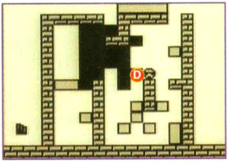
There's a big, black hole in the center of Room 8. You'll fill in the lower left corner and use three small, square blocks to complete a walkway to the opening in the center, above. From the starting configuration, push the upper square block all of the way to the left, then shove the other square, on the right, down a space so you can push the vertical block over one. Next, slide the vertical block down and left one space. Shift block A over and down above block B, then push B down one. Now you can slide C over and up into the black area. Go back down to the right, push the short vertical block over against the wall, then shove D up and over into the black space. Use two square blocks from the lower right to bridge the rest of the gap. Push the short horizontal bar on the left all the way down, then slide the square up into the black space above. Use the square blocks from the lower right to fill the rest of the space.



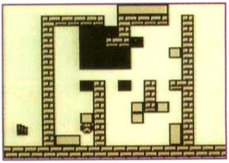
After you move the two square blocks, push the vertical block over and down.



Slide block A over and down, then push B down and C over to the left against the bricks.



Move C up, then go to the lower right, press the vertical block right, and shift D up and over.



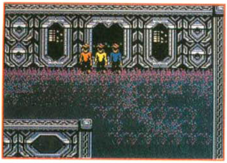
Fill in this black square, then use three square blocks to make a path to the opening above.

# STAR TREK

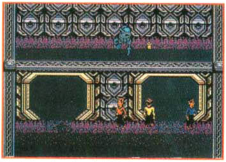
## HOW DO I GET THE Y MODULE IN THE FROZEN COLONY ON LEKYTHOS?

Kevin Hunter

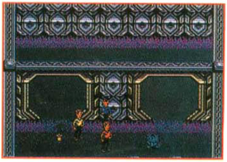
You'll have to be creative to get the Y Module from the frozen colony on the planet of Lekythos. You can't enter the room where the Y Module waits because a force field won't permit you to pass. Only inanimate objects can pass through the field. To get the module, go to the room above the area where you found the Trash. Have Spock operate the computer there to turn on the maintenance robots. Once activated, they will pass through the force field and begin to clean the room. As they approach the Y Module, stand directly above it and throw the Trash onto it. A robot will pick up the module as it cleans up the room. When the cleaning robot leaves the room, destroy it. Among its remains you'll find the Y Module. After you've recovered the module, you can use it in the colony's computer system to awaken the area's inhabitants, who are currently in cryogenic storage.



Go to the room above the place where you found the Trash and have Spock operate the computer.



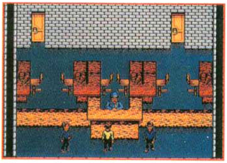
Stand directly under the Y Module and throw the Trash on top of it as the robot approaches.



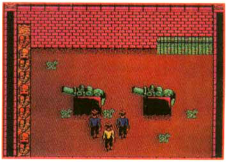
After you defeat the robot, you'll be able to pick up the Y Module and use it to wake the people.

## HOW DO I GET INTO THE PRINT SHOP ON IOTIA?

Have McCoy revive the unconscious man in the Casino. When he comes to, he'll ask for the "rocks." If you give him the diamond, he'll give you the counterfeiting plates in return. Turn them in to the police. The policemen will arrest the print shop guard when they get the plates. After they leave with the guard, go to the back door and pick the lock using the Hairpin. Next, use the Bone to enter the shop.

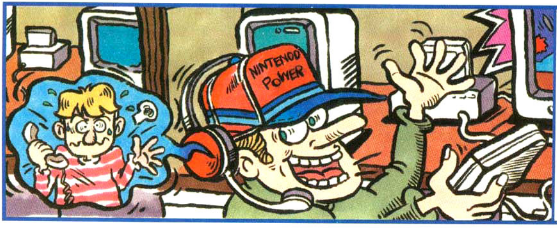


When the police get their hands on the plates, they'll bust the counterfeiters.



When the guard is gone, use the Hairpin to pick the print shop's back door.

## THE NINTENDO PROS ARE IN THE KNOW!



**WRITE TO:**

Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

**CALL:**

(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to midnight and Sun., 8:00 a.m. to 5:00 p.m., Pacific time.

## A STEP-BY-STEP GUIDE TO:
# DESTINY OF AN EMPERIOR

## A COUNSELORS' CORNER EXTRA

*This month we've expanded Counselors' Corner to include a bare-bones, step-by-step guide that will walk you through Destiny of an Emperor, one the more challenging role-playing games produced for the NES. Capcom based the game on actual events that took place in China during the tumultuous second century, known as the Later Han Era, and retained the real names of the Chinese Warlords involved in the power struggle. The people at that time were plagued by a ruthless band called the Yellow Scarves. Three Warlords answered the peoples' cries for help and set out to restore peace in China.*

## DEFEAT THE YELLOW SCARVES

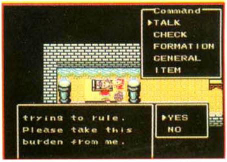
Begin the game in the town of Lou Sang and follow these steps to find and defeat the Yellow Scarves.

**1** Talk to everyone in town. Get money and food from one of the villagers.

**2** Visit Xu Zhou, Qing Zhou, Mt. Da Xing and Tie Men Xia. At each place, search for weapons and armor and talk to everyone to get information about the Yellow Scarves.

**3** Convert Han Zhong to add him to your party. Go to Qing Zhou Cave and enter to fight the three leaders of the Yellow Scarves, Zhang Jao, Zhang Bao and Zhang Liang.

**4** Return to Xu Zhou and go talk to the ailing Tao Qian, who lies in a bed behind the Throne Room. He will ask Liu Bei to serve as the acting emperor, then he will give you information about Dong Zhou, who is terrorizing Lui Yang.



trying to rule.
Please take this
burden from me.

Tao Qian is very ill. When you've defeated the Yellow Scarves, he will ask Liu Bei to act as emperor in his stead.

## CONQUER DONG ZHOU AND YUAN SHU

**5** Travel to Fan Shui Guan and search through Fan Shui Cave to find the Gold Key.

**6** Next, go to Hu Lao Guan then continue to Luo Yang. Use the Gold Key in Luo Yang to get the Gemsword.

**7** Go to Yang Zhou Castle and use the Gemsword to persuade Lu Bu to join you.

**8** Continue through Yang Zhou Cave and then move on to Chang An. Defeat Dong Zhou in the castle there, then invite your emperor, Liu Bei, to the castle. Talk to him to get the latest news about Yuan Shu.

**9** Journey to Yuan, Huai Nan and Chen Cang. At Chen Cang, get the letter of introduction, which you can use later to obtain information.

**10** Go to Nan Yang, defeat Yuan Shu, then invite Liu Bei to the castle. Talk to everyone to learn what you can about Yuan Shao's plans to avenge Yuan Shu's death.

## CHALLENGE YUAN SHAO AND LIU DU

**11** Travel north from Nan Yang until you encounter Yuan Shao. You cannot defeat him at this point. After you're defeated, try going north again. This time you'll make it.

**12** Go to Bo Hai Castle and get the Gun Powder. Use the powder in Bo Hai to free Xu Zhe, aka Dan Fu.

**13** Return to Bo Hai Castle. Now that Xu Zhe is in your party, you'll be able to exit through the upper castle area.

**14** Journey to the village east of Bo Hai to get the Zhou Letter. Use it to recruit Zhao Yun at Guang Zong Castle.

**15** Go to Ji Zhou, defeat Yuan Shao, then invite Liu Bei to the castle. He'll ask you to stop the fighting in Jing Zhou.

**16** Visit the following places in the order listed: Yi Ji's house, Ma Shu's house, Zhu Ge Liang's house, Ma Liang's house, Wu Ling, Chang Sha and Gui Yang. At Gui Yang, Zhao Fan will ask you to rest. Tell him "No" until he fights you.

**17** To restore peace, go to Ling Ling and defeat Liu Du.

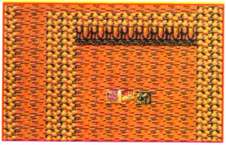
# ENTER SHU AND RESTORE PEACE

**18** Find Zhu Ge Liang. He's the best strategist in the game, and he must be a member of your party before you can enter Shu. If you go to his house, you'll be told that he isn't home. To find out more about him, go to Shui Jing's house, where he's known as Fu Long, and ask around. Someone there will put you on the path to finding him.

**19** Travel beyond Shu and Shu Village to reach Fu Shui. Once there, rescue Liu Zheng from the prison, which you enter by way of the Throne Room's upper right door. To free him, stand next to the door, face up, and push until the door breaks open. If it doesn't open with the leader you've selected, try using one of your other generals, who may be in stronger condition.

**20** Visit Lui, then go to the Mt. Gang Tai Cave to find the Iron Ore. Take the ore to the Blacksmith's house.

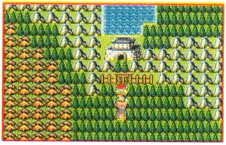
**21** Continue through Mt. Gang Tai Cave to Mian Zhu Guan, then journey to Cheng Du. Defeat Liu Zheng there, then invite Liu Bei to the castle and talk to him.



You'll find Iron Ore in the Mt. Gang Tai Cave. Take it with you to the Blacksmith.

**22** Return to the Blacksmith's house for clues at this point.

**23** Go back to Cheng Du and talk to Liu Bei. Guan Yu and Zhang Fei will leave your party, and you will receive the news that Jing Zhou province is once again in trouble.



Return to Cheng Du to talk to Liu Bei. He'll tell you about trouble in Jing Zhou.

# SAVE JING ZHOU AND DEFEAT SUN QUAN

**24** Talk to Guan Yu at Chang Sha and Zhang Fei at Gui Yang. Next, visit Wu Ling, Ling Ling and Cheng Du.

**25** Talk to Liu Bei, who will send you after Sun Quan. When you return to Gui Yang after talking to Liu Bei, you'll find a bridge that leads to the south.

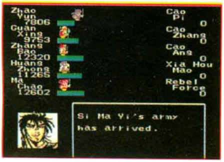
**26** Go to Jian An Castle to get the Deadwood and to Jian An Cave to get the Saltpeter. When you give both items to a man in the castle, he will blow up the canal south of the castle.

**27** Travel through Hui Ji and Wu Castle to reach Wu Cave. Continue through Wu Cave to Po Yang and Jin Du. As an optional step, you can defeat the pirates at the Pirate's Inn to get the Qing Long Sword, which has the Attack Power of 240.

**28** Now travel to Jian Ye and defeat Sun Quan. Invite Liu Bei to the castle and talk to him. He will ask you to take on Cao Pi.

# TAKE ON CAO PI AND SI·MA YI

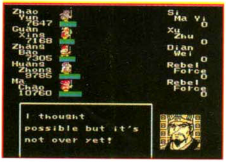
**29** Go first to Guang Ling, next to Hei Fei, then to Ru Nan. At Ru Nan, you will battle Cao Pi. When you defeat him, you will come up against Si Ma Yi.



Si Ma Yi's army has arrived.

After you defeat Cao Pi, you'll come face-to-face with your final foe.

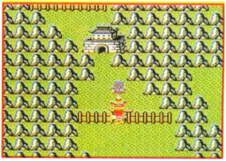
**30** Pick your way through first Ru Nan Cave then the Last Cave. When you reach Chen Liu, you'll fight Si Ma Yi again. He will escape and head for Luo Yang.



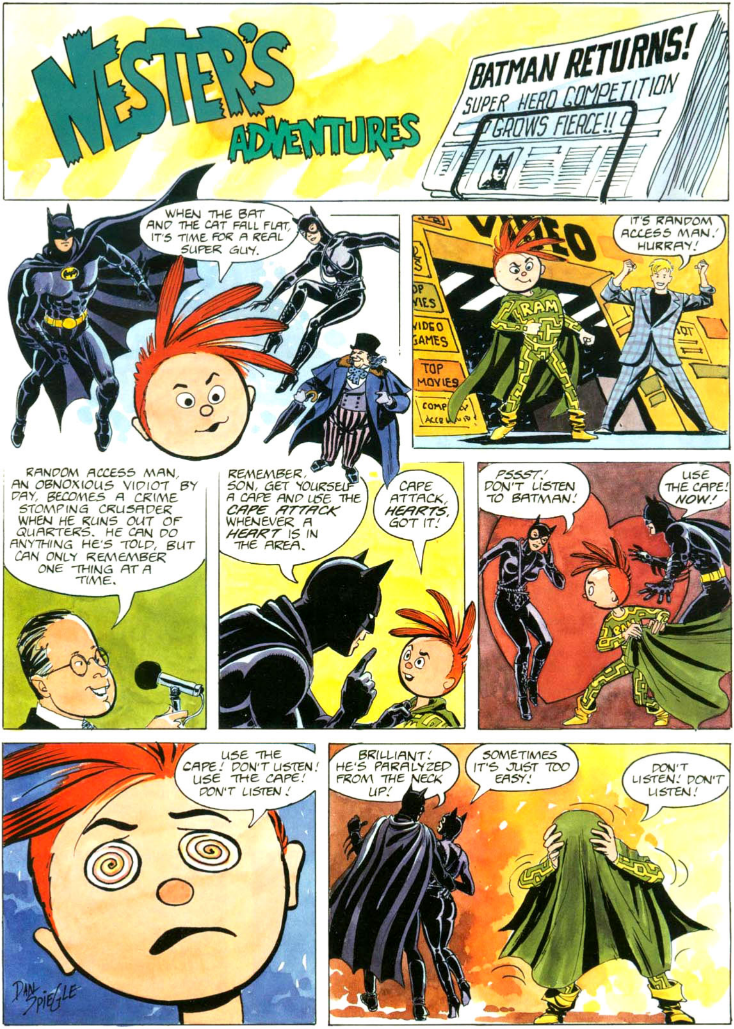
I thought possible but it's not over yet!

When Si Ma Yi flees this time, he makes a beeline for Luo Yang.

**31** Travel to Chin and use a Gullwing to return to Xu Zhou. From there, you can go to Luo Yang, where the final fight will take place.



You can travel from Xu Zhou to Luo Yang for your last battle with Si Ma Yi.


NESTER'S ADVENTURES
BATMAN RETURNS!
SUPER HERO COMPETITION GROWS FIERCE!!
WHEN THE BAT AND THE CAT FALL FLAT, IT'S TIME FOR A REAL SUPER GUY.
VIDEO
IT'S RANDOM ACCESS MAN! HURRAY!
TOP MOVIES
VIDEO GAMES
TOP MOVIES
RAM
RANDOM ACCESS MAN, AN OBNOXIOUS VIDIOT BY DAY, BECOMES A CRIME STOMPING CRUSADER WHEN HE RUNS OUT OF QUARTERS. HE CAN DO ANYTHING HE'S TOLD, BUT CAN ONLY REMEMBER ONE THING AT A TIME.
REMEMBER, SON, GET YOURSELF A CAPE AND USE THE CAPE ATTACK WHENEVER A HEART IS IN THE AREA.
CAPE ATTACK, HEARTS, GOT IT!
PSSST! DON'T LISTEN TO BATMAN!
USE THE CAPE! NOW!
USE THE CAPE! DON'T LISTEN! USE THE CAPE! DON'T LISTEN!
BRILLIANT! HE'S PARALYZED FROM THE NECK UP!
SOMETIMES IT'S JUST TOO EASY!
DON'T LISTEN! DON'T LISTEN!
DAN SPIEGLE

# POWER PUZZLERS

**Test your skills and knowledge at Nintendo games by completing the puzzles on this page.**

## 1. Answer all of the questions below, by filling in the spaces provided.

The numbered spaces will be used in the second half of the puzzle to find a code for Super Mario Kart.
**HINT: All of the answers can be found in this month's issue of Nintendo Power.**

| | | | |
|---|---|---|---|
| **A** | Whose Cookie? | **A** | — ( )$_{1}$ — — — ' — |
| **B** | The star of page 82. | **B** | ( )$_{14}$ — — — ( )$_{11}$ — |
| **C** | What game is number 11 on the Super NES Top 20? | **C** | — — — ( )$_{3}$ — — — |
| **D** | Where do you start in Destiny of an Emperor? | **D** | ( )$_{21}$ ( )$_{13}$ — — — ( )$_{2}$ — |
| **E** | What is the volume number of the next issue of Nintendo Power? | **E** | — — — ( )$_{6}$ — |
| **F** | What is the name of Fox McCloud's spaceship? | **F** | — ( )$_{23}$ — — ( )$_{5}$ — |
| **G** | Which Star Fox character is a natural flier? | **G** | — — ( )$_{9}$ — — |
| **H** | Whose world do the Battletoads visit in their Game Boy adventure? | **H** | ( )$_{19}$ — — — — — ( )$_{4}$ — ' — |
| **I** | Who has the best Super Mario Kart time on Donut Plains 1? | **I** | — ( )$_{15}$ ( )$_{17}$ — —<br>— — — — ( )$_{8}$ — |
| **J** | Who is the fastest fighter in Raging Fighter? Who is the slowest? | **J** | — — — ( )$_{24}$ — —<br>— — ( )$_{10}$ — |
| **K** | What are Rash, Pimple and Zitz? | **K** | — — — — ( )$_{16}$ — — — — — — |
| **L** | What is the Sound Test password for On the Ball? | **L** | — ( )$_{12}$ ( )$_{22}$ — — |
| **M** | The Super NES has 32,000 of these. | **M** | — — ( )$_{18}$ — — — |
| **N** | What is the title of the Super NES accessories article? | **N** | — — — —<br>— — — — ( )$_{7}$ — ( )$_{20}$ |

## 2. Place the letters in the numbered parentheses into the corresponding spaces below.

Enter this Super Mario Kart code and you will be able to select the Special Cup tracks in the Time Trials. Go to the Time Trials and put the cursor on the Mushroom Cup before you enter the code.

—$_{1}$ —$_{2}$ —$_{3}$ —$_{4}$ —$_{5}$ —$_{6}$ —$_{7}$ —$_{8}$ —$_{9}$ —$_{10}$ —$_{11}$ —$_{12}$ —$_{13}$ —$_{14}$ —$_{15}$ :

—$_{16}$ —$_{17}$ —$_{18}$ —$_{19}$ —$_{20}$ —$_{21}$ —$_{22}$ —$_{23}$ —$_{24}$

# Fire 'N Ice™

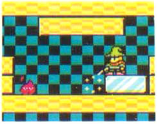
TM and © 1993 TECMO LTD.

# HOT . . . AND COOL

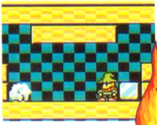
**This month Tecmo follows up an old favorite, Solomon's Key, with a compelling new puzzle game for the NES. The story is the same old thing: Young adventurer sets out to save the people from an evil sorcerer. The twist in this game is that the hero's only weapon is a wand that creates Blocks of ice.**

## CHILL OUT

The evil sorcerer is destroying Coolmint Island, home of the winter fairies, by slowly melting it with small Flames. Dana, the young wizard sent to save the day, can put the Fires out by making Blocks of ice and either shoving or dropping them onto the Flames.



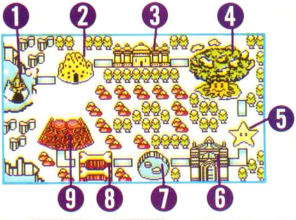
Put three Cubes together then remove the one in the center.



Push the left one into the Flame and climb back up using the other.

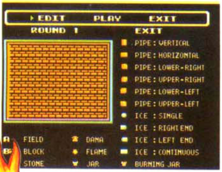
## COOLMINT ISLAND

The overworld map shows the nine places you can enter on the frozen island. Many more await in other areas.



# MAKE YOUR OWN COOL ROOMS

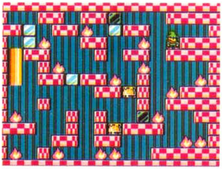
The game has a way-cool Edit Mode that lets you make up your own puzzles, solvable or not. Put together pieces of pipe, build walls, and place stones to create your room, then put in Flames, jars and, of course, Dana. See if you can perplex your friends with rooms that you've designed.


EDIT
PLAY
EXIT
ROUND 1
EXIT
PIPE : VERTICAL
PIPE : HORIZONTAL
PIPE : LOWER-RIGHT
PIPE : UPPER-RIGHT
PIPE : LOWER-LEFT
PIPE : UPPER-LEFT
ICE : SINGLE
ICE : RIGHT END
ICE : LEFT END
ICE : CONTINUOUS
BURNING JAR
A FIELD
B BLOCK
STONE
DANA
FLAME
JAR

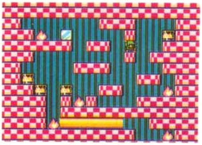
The edit mode is cool . . . but you can't save your designs.

## NP ORIGINALS

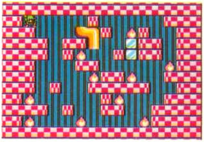
You won't see the rooms shown below in your regular game—they're ones we designed to try to stump you. Recreate them using the Edit Mode in your own game and see if you can come up with their solutions.



The temperature's rising rapidly in this room—look at all of those Fires!



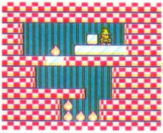
Dana seems to be stuck in the middle between Flames and burning jars.



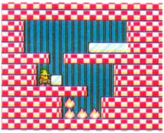
It looks like you'll have to pop into the pipe to get started here.

## ROOM 1-7

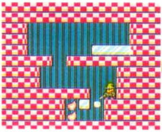
Dana can place or remove ice Blocks only from the two spaces on his right and left in the row immediately below him. He can push single ice Blocks both left and right, but he must be standing on the same level that they are.



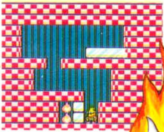
Slide the Cube off the end of the row, clear the space next to it, then use it to put out the Flame.



Next, drop a Block onto the platform below. Jump down to the left and push it into to the Flame pit.



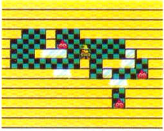
The ice Cube on the left will drop when you remove the one to its right.



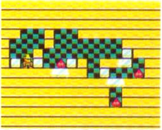
Stack two ice Blocks, then jump down and put out the Fires.

## ROOM 2-7

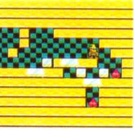
Plot your moves in advance so you don't end up stuck in a pit with no way to get up to the Fires above. First, douse the Flame on Dana's left, then move to the right side of the room and remove the solid Block from underneath the upper right ice Cube.



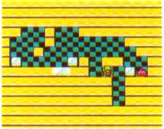
In Room 2-7, your first task is to put out the Fire to Dana's left. First, push a Cube to the left.



Climb up and remove the Cube on the left under the Fire. When it drops, shove a Block into the Flame.



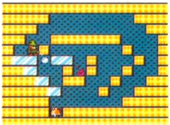
Take the Block from beneath the upper Cube.



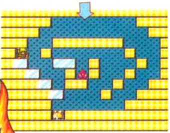
Now drop down and put out the lower Fire first. Fill in the gap and finish the job.

## ROOM 6-5

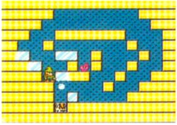
In Room 6-5, Dana must first go down to the left and rearrange some Blocks there. Next, he'll climb back up and drop down to the right. He'll make a Block and slide it to the left so he can climb up the center.



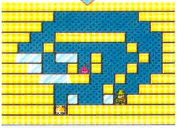
Hop down to the left and remove this Cube, then face to the left to place one next to the wall.



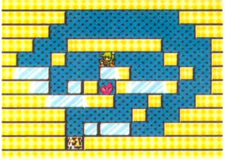
Stand beside the wall, face right, and remove the Block next to the one Dana's standing on.



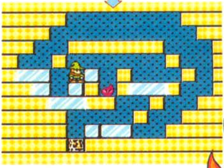
Stand on the lower Block and create one to its right. Remove the left one so the right one will drop.



Go up, over and down to the lower right. Make a Block and slide it to the left.



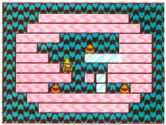
Hop up the Blocks and put a Block in the gap above the Fire. Remove the Block beside it.



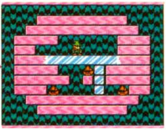
Replace the Block you just removed, then remove the one above the Fire. Cool!

## ROOM 7-2

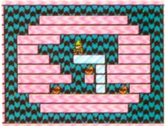
This puzzle is easier to solve than it first appears to be. The trick is to use the upper Flame to make the Blocks fall where you want them to. Begin by adding one Block to the double stack on the right.



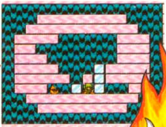
Stop the gap in front of Dana, then slide a Block over to top the two on the right. Now open the gap again.



Climb to the highest point you can and build a bridge over to the Fire. Make it fall to the pink Block below.



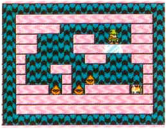
Remove Blocks from the left and right, as shown.



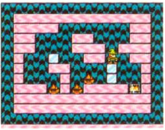
When you shove the bottom Block to the right, the rest fall into place.

## ROOM 7-6

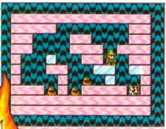
Dana starts out on the upper ledge. Once he goes down to the lower level, he's stuck there, so he has to place some strategic Blocks before descending. First, go up and over to the left and drop one Block.



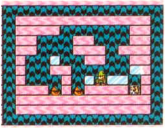
Before he takes that big first step down, drop a Block off the left side of the upper ledge.



Now go back to the right, take the Block out of the gap, and drop two Blocks through the opening.



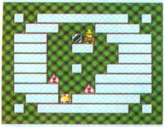
Stand on the top Block, face to the left and add a Block.



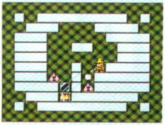
Add Blocks right and left, then slide the end one onto the Fire.

## ROOM 8-3

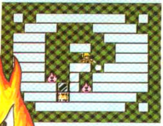
The dark Blocks are stones. Dana can move them one space at a time, but he can't make them disappear.



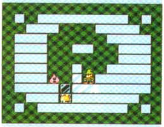
Dana starts alone with a Stone on the upper ledge. Shove it off to the left, then jump off to the right.



Drop two Blocks into the open space to the left of the Flame in the lower right, then hop up one level.



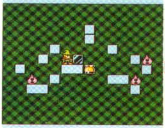
Bridge to the left, then remove the Blocks.



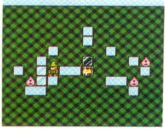
Slide one Block to the right, then create another to shove to the left.

## STAGE 8-7

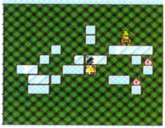
A Burning Jar sits in the center of Room 8-7. Fortunately, you have a Stone to cover it up.



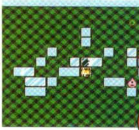
Move the Stone to the right one space. Be careful—you don't want to push it off the right side of the jar.



Drop two Blocks into the space on the left, as shown, then push the upper one over into the Fire.



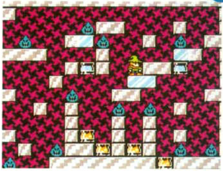
Drop a Block down beside the Stone, then bridge over to the right.



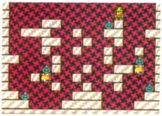
Douse the upper Flame, then drop a Block to land just left of the remaining Fire.

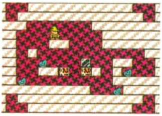
## COOLMINT CHILLS OUT

Just because you've cooled things down on the surface of Coolmint Island, that doesn't mean you can chill. After you finish the ninth level, Level 10 bursts out to open a whole new region that's red hot. Dana and his magic wand have their work cut out for them.



Talk about wildfire—things really heat up as the Fire spreads in later levels.



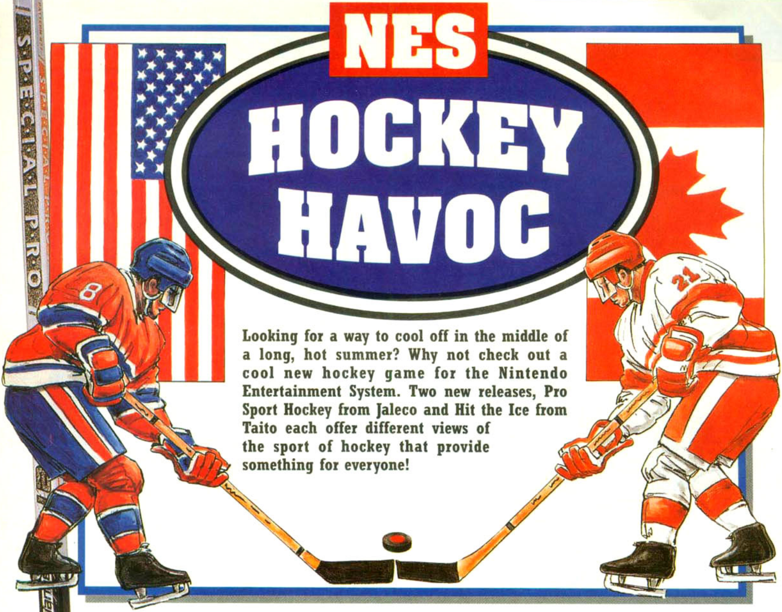


### ROOMS TO SPARE

*Dana hasn't run out of rooms yet! When you beat the guardian of the final castle, leave the game screen on for several moments. Soon, the game screen will display a code that will take you to 50 more rooms. Write the code down carefully, select Continue and enter the code to start solving a whole new group of puzzles.*

# NES

# HOCKEY HAVOC



**Looking for a way to cool off in the middle of a long, hot summer? Why not check out a cool new hockey game for the Nintendo Entertainment System. Two new releases, Pro Sport Hockey from Jaleco and Hit the Ice from Taito each offer different views of the sport of hockey that provide something for everyone!**

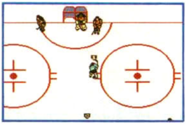
## Pro Sport HOCKEY™

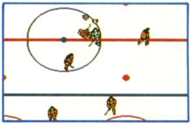
Pro Sport Hockey features realistic ice hockey action. As a licensed product of the National Hockey League Player's Association, all the pro players of the NHL are included with real strengths and weaknesses. This gives you a chance to match up your favorite player against the entire league. Can Steve Yzerman penetrate the super defense of Patrick Roy? Play Pro Sport Hockey and find out!

Pro Sport Hockey TM & © 1993 Jaleco
Hit the Ice TM © Taito 1993
© 1990 Licensed from Williams Electronics Games

### REAL HOCKEY REAL HITS!

The players in Pro Sport Hockey not only have real names, but they are modeled realistically and have fairly realistic movement on the ice. This makes Pro Sport Hockey a better game for the serious hockey enthusiast. All the full contact checking of real hockey is also present in Pro Sport Hockey. But while you can level the guy with the puck, if the hit isn't lean, be prepared to spend some pine time!



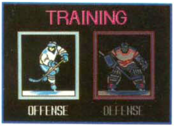


# PLAY MODES

Pro Sport Hockey has three different play modes; Training, Exhibition and Super Cup. Only Exhibition games can be played with two human players at the controls. Several settings are adjustable on the Options Screen, such as penalties, time for each period and goalie auto or manual.

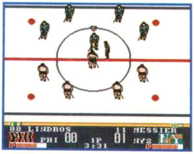
## TRAINING

Training Mode give you a chance to practice break away goals or to defend against them. Interestingly enough, every player on your team, including the goalies, are able to take a shot in this Training. The Defense Training Mode is more useful because it gives you the feel of controlling your goalie.



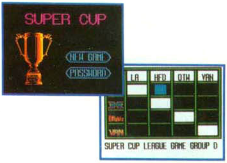
## EXHIBITION

In Exhibition Mode, you can set up a single game between your two favorite teams. Who's faster; Bure or Fedorov? Who's tougher; Lindros or Messier? Set up the game and find out in Pro Sport Hockey!



## SUPER CUP

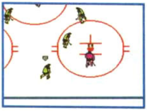
The Super Cup Mode divides the 24 teams into a tournament of six groups of four teams. After you select a team, you play a game against each of the teams in your group to qualify for the final tournament round with 16 teams.



# PRO SPORT HOCKEY TIPS

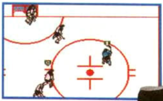
## BREAK AWAY

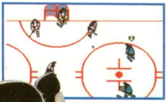
The most exciting play in hockey is the break away, where a single player challenges the goalie one-on-one. Once you get the hang of the controls, you'll find it easy to fake out the computer defensemen for many break away attempts.



## SLAP SHOT

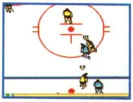
The longer you hold down the A Button, the more powerful your shot will be. Players with a good SHOOT rating have the most powerful slap shots, and can score a lot of goals. Direct slap shots yield the best results.





## COMPUTER DEFENSE

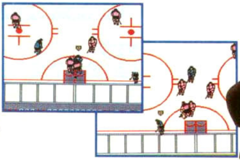
It's hard to catch the guy ahead of you, unless you are very fast, like Pavel Bure. In order to defend, you have to switch control to the player closest to the puck.

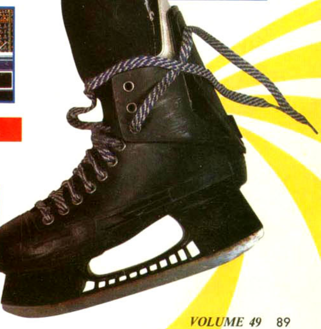


MIN
PENALTY

## GOOD GOALTENDING

Stay alert when the computer's players come into your zone. You'll have to give the "Auto" goalie plenty of support, and playing the "Manual" goalie is for experts only. When the goalie has the puck, don't pass it when a computer player is nearby. Hold the puck too long, and a face-off will be called.





# HIT THE ICE™

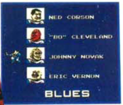
**THE OFFICIAL VIDEO HOCKEY LEAGUE**

Hit the Ice TM © Taito 1993, © 1990 Licensed from Williams Electronics Games

An ice hockey role playing game? Incredible as it may sound, that is one way to describe Hit the Ice! The game seems to be loosely based on the arcade game of the same name, with an added RPG type map. Your team, which consists of two players and a goalie, travels around the world challenging other hockey teams in a quest to win the Video Hockey League Cup.

## DIRTY DEEDS

The playing style in the VHL is rough and tough. There are no penalties, and the referee speeds off the ice as soon as he drops the puck! Each player gains special moves as he gains experience from beating other teams.



## HOCKEY HUMOR

This game is definitely meant to portray hockey in a humorous manner. The characters look almost like gorillas and the regular rules of hockey such as icing and off-sides have been eliminated. Strange things appear on the ice, such as squids and broken bottles! It's wacky!

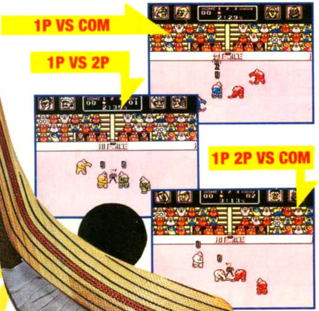
## WE'RE BRAWLIN'

Brawling plays a major role in your strategy in this game. Since it's a two-on-two situation, if you can eliminate a guy, you've got the other team outnumbered. Flatten the opposition and go for a goal!

# PLAY MODES

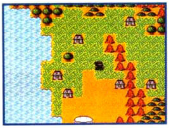
## MULTI-PLAYER MODE

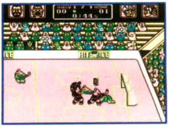
One to four players can play Hit the Ice in single game mode. You'll need an NES Satellite or Four Score to play with more than two players. In the multi-player modes, numbers will appear over the player's head to indicate who is controlling who.



## QUEST MODE

The Quest Mode is what really makes this an unusual game. On an RPG style map, you will guide your team around the countryside to home arenas of other hockey teams. You must beat five of these teams to win the VHL championship.



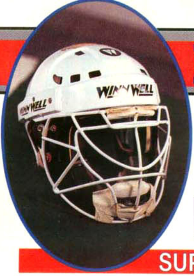


As you roam the countryside, you will also run into wandering hockey teams that you must defeat in short, one minute matches.

The five arena teams are tougher, but give you a much better paycheck if you defeat them.

### NES SATELLITE

*With the NES Satellite or NES Four Score accessory, you can play with up to four players! This is a great feature and makes the game a lot of fun!*



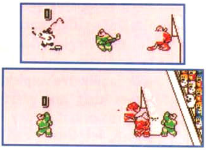
# HOCKEY TIPS

To win at Hit The Ice, you have to make your opponents hit the ice more often than you do. Even though the hockey isn't the most realistic you'll find in a video game, some hockey strategy will be helpful.

## NORMAL MODE

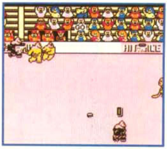
### SUPER SLAP SHOT

The longer you hold down the B Button, the more powerful your shot will be. While you can score without using a Super Slap Shot, this shot has much better range than your regular shot.



### QUICK PASSING

Your players can pass very quickly and accurately, so use this to your advantage. Early in your quest, it is pretty easy to fake out the computer with a few rapid passes. This is also a good stall tactic if you are ahead.

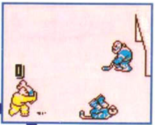


### GOALIE

Player One always controls one player and the goalie. When the opponents are near your goal, concentrate on defense. Once your goalie has the puck, fire it down to the other end of the ice to your open player.

### DEFENSE

Use your special moves to check the opponents and take the puck away from them.

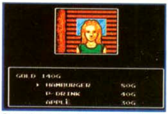


## QUEST MODE

### BEEF UP

You'll earn money for defeating the teams you encounter. Use this money in the Shop to buy Beef, Hamburgers, P-Drinks or Apples. Beef and Hamburgers give you a random number of experience points. P-Drinks are used during a match. Apples are useful as gifts for people you meet.

The random hockey teams you'll encounter on the map are easy to beat.

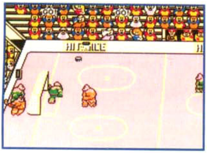


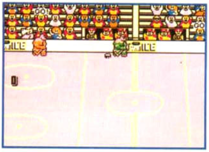
```
GOLD  140G
   ▸ HAMBURGER        50G
     P-DRINK          40G
     APPLE            30G
```

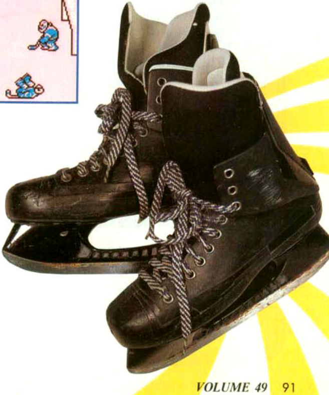
Go to the store and buy supplies to make your team stronger.

### COLD WARS

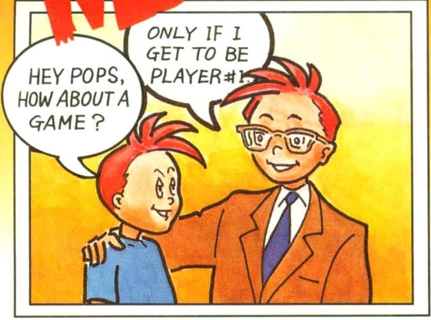
The best tactic to use against other teams is to take the lead and then stall until the clock runs out. If you lose, you will have to restart your quest back at your home base, but you won't lose any experience or money.





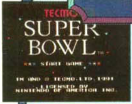


# NESTER'S FATHER'S DAY CHALLENGE


HEY POPS, HOW ABOUT A GAME?
ONLY IF I GET TO BE PLAYER#1

**Instead of getting your dad another crummy ol' paisley tie for Father's Day this year, how about opting for a little quality time together? Challenge him to a video game contest! Everyone knows that fathers are just big kids, so this gesture is sure to please. What's more, you'll be guaranteed victory because everyone also knows that parents just don't understand this new-fangled video technology. Or do they? To find out, you could challenge everyone in your family. We've picked six excellent 2-Player games that are great for challenging other players on, but if they haven't played the game before, let them read this review. These tips are geared toward a non-videophile. Studying them may help to even the odds.**

## TECMO SUPER BOWL™



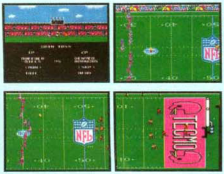
The original Tecmo Bowl defined what a great video football game should be. Tecmo Super Bowl takes it one step farther. What could be better than a sports game for a little friendly head-to-head competition? Try to go easy on the old man at first. There are a lot of options to learn in this game.

TOUCH DOWN!
ANDRE REED

### Tips For The Beginner

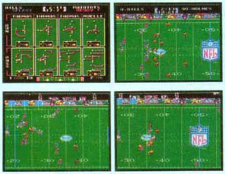
### KICK-OFFS

When kicking off, boot the ball when the kick power gauge is maxed out. This will give your defense more time to get downfield for coverage.



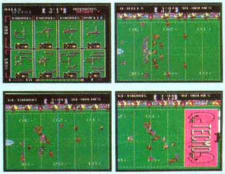
### RECEIVER SWITCH

When passing, select the receiver who is the "most open" by pressing A Button. A player who has this technique down is hard to defend.



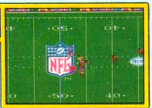
### SURPRISE ELEMENT

With the wide variety of plays available to you, sometimes it's best to call a play that your opponent would never imagine you would call!



### ONSIDE KICK

While there is no onside kick option, the shorter you kick the ball on the kickoff, the better your chances are of recovering it on a fumble or missed catch.

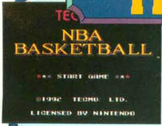


### LEARNING CURVE

**If you're already familiar with football, it shouldn't take very long to learn this game. It plays much like the real thing!**

© National Football League Players Association
TM and © Tecmo, Ltd. 1991

# TECMO NBA BASKETBALL™



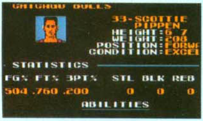
TEC
NBA
BASKETBALL
*** START GAME ***
©1992 TECMO. LTD.
LICENSED BY NINTENDO

Another fine sports product from Tecmo! NBA Basketball is an option-filled extravaganza that features all of the NBA teams with full rosters, team data and statistics. There's even an All-Star game option! The graphics are fairly good, but like Tecmo Super Bowl, it's difficult at times to see who has the ball.

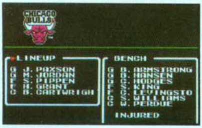
## Tips For The Beginner

### SUBSTITUTIONS

There are many good players sitting on the bench! As in a real game, players tend to get tired. If you find that certain players are not playing up to their potential, bench them for a spell.



CHICAGO BULLS
33-SCOTTIE PIPPEN
HEIGHT:6 7
WEIGHT:208
POSITION:FORWA
CONDITION:EXCEL
STATISTICS
FG% FT% 3PT% STL BLK REB
504 .760 .200 0 0 0
ABILITIES



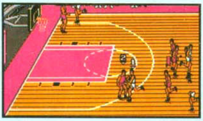
CHICAGO BULLS

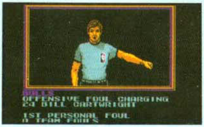
LINEUP
G J. PAXSON
G M. JORDAN
F S. PIPPEN
F H. GRANT
C B. CARTWRIGH

BENCH
G B. ARMSTRONG
G B. HANSEN
G C. HODGES
F S. KING
F C. LEVINGSTO
C S. WILLIAMS
C W. PERDUE
INJURED

### OFFENSIVE FOULS

Pass the ball if your opponent is playing excellent defense on you. It's better to pass the ball than to try to force your way toward the basket. You could easily end up being called for an offensive foul.

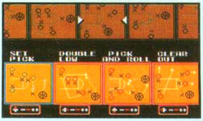


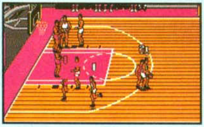


BULLS
OFFENSIVE FOUL CHARGING
24 BILL CARTWRIGHT
1ST PERSONAL FOUL
0 TEAM FOULS

### PLAY SELECTION

Depending on the strengths of your chosen team, you can choose to run plays that complement the talents of your best players. It's not a requirement to run a play, but it often is the best course of action.





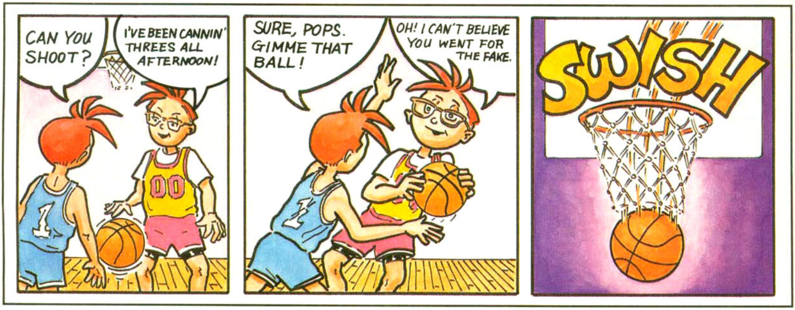
### REBOUNDING

When playing defense, if you see a shot go up, switch to the player who is nearest the hoop. Doing so gives you a better chance at getting a rebound.

### LEARNING CURVE

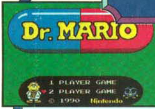
**Like Tecmo Super Bowl, this game is easy to learn if you are already familiar with the sport. It's a very intuitive game.**

© 1992 NBA Properties, Inc. © 1992 Tecmo, Ltd.



CAN YOU SHOOT?
I'VE BEEN CANNIN' THREES ALL AFTERNOON!
SURE, POPS. GIMME THAT BALL!
OH! I CAN'T BELIEVE YOU WENT FOR THE FAKE.
SWISH

# DR. MARIO™


Dr. MARIO
1 PLAYER GAME
2 PLAYER GAME
© 1990 Nintendo

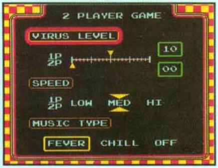
You're going to see the Doctor, but it's nothing serious. You've got the fever for video games. Dr. Mario is the cure! As a 1-Player game, Dr. Mario can be enjoyed for hours upon end. As a 2-Player contest, the excitement may wear you out long before that! Practically everyone should enjoy this fun-filled game.

LEVEL
00 00
MED MED
GAME OVER
GAME OVER
VIRUS
00 04

## Tips For The Beginner

### HANDICAPS

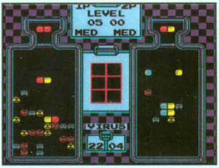
The Virus Level, which relates to the difficulty level, can be set up differently for each player. This is a fantastic option! It means that no matter what a player's ability may be, the match can be set up so the odds will be even. The Speed at which the vitamins drop can also be set accordingly for each player.



2 PLAYER GAME
VIRUS LEVEL
1P 10
2P 00
SPEED
1P 2P LOW MED HI
MUSIC TYPE
FEVER CHILL OFF

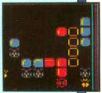
### VIRUS STRATEGY

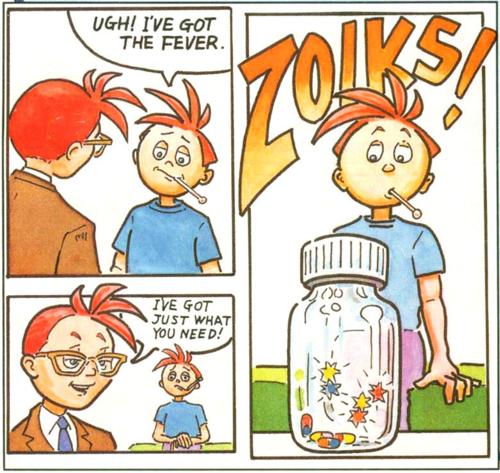
In the photo below, Player 1 has just made a combination. He's taken out a blue and a yellow virus with a single vitamin capsule. The result of this shows up in Player 2's bottle: a blue piece and a yellow piece come falling down. As an added bonus, both pieces hinder Player 2's chances of clearing away two viruses.


1P 2P
LEVEL
05 00
MED MED
VIRUS
22 04

### TRIPLE PLAY

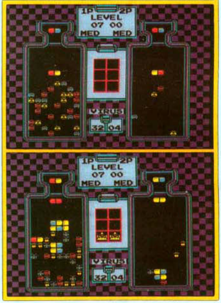
When playing against someone, try to clear off as many viruses as you can by causing a "chain reaction" effect. In this photo, a yellow virus has just been cleared. The red virus and the blue virus on the right will soon follow. Correspondingly, a yellow, red and blue piece will fall into your opponent's bottle.




UGH! I'VE GOT THE FEVER.
ZOIKS!
I'VE GOT JUST WHAT YOU NEED!

### FAST VITAMINS

Once you've moved a vitamin into proper position, press Down on the Control Pad to speed it downward. You don't have to wait for it!


1P 2P
LEVEL
07 00
MED MED
VIRUS
32 04
1P 2P
LEVEL
07 00
MED MED
VIRUS
32 04

### LEARNING CURVE

**The game's concept is simple: four like-colored vitamin segments will clear a row. However, taking advantage of strategies like the "chain reaction" comes only with experience.**

© 1990 Nintendo

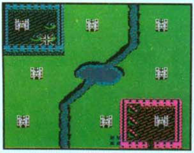
# RAMPART™

The games of Rampart, as a 1-Player contest, pits cannon-fortified castles against sailing ships. However, in the 2-Player mode, each player must fortify and defend his own castle. There are no ships involved—you shoot at the walls surrounding your opponent's castles.

## Tips For The Beginner

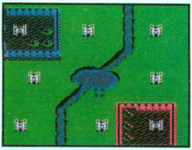
### SMALL HOLES

It's a good strategy to only blast away small gaps in your opponent's castle walls. When it's time to rebuild the walls, it will be more difficult for him to fit odd-shaped pieces into the small spaces.



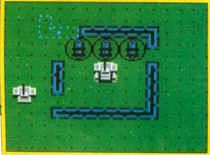
### HIT THE EDGES

If your opponent has backed his castle walls up against the edge of the playfield—strike heavily there! It will be more difficult for him to rebuild those walls with the odd-shaped wall pieces that come up.



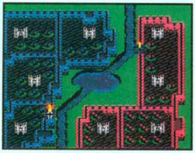
### CONSTRUCTION TIP

Once you have surrounded one castle, quickly extend your walls to enclose your other castles. You'll have more room for your cannons.



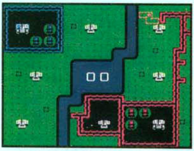
### AT CLOSE RANGE

When battling, try to take out the enemy walls that are nearest to yours because they are the easiest to get to. However, you should always try to take out some part of the wall surrounding each castle.



### BUILD FAST

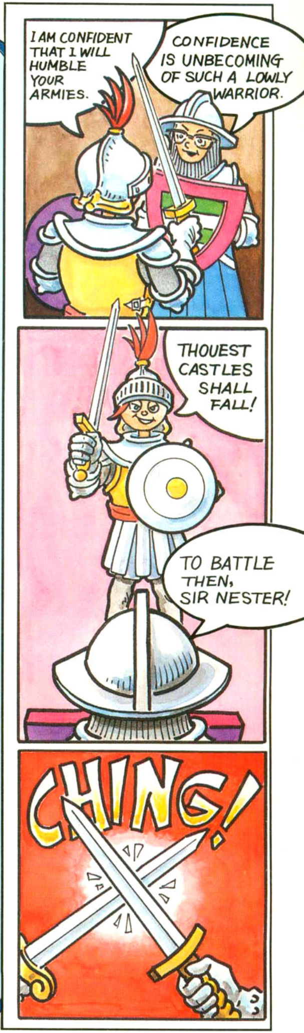
Don't become overly concerned with the shape of the wall pieces that you get when you're rebuilding. You can't do anything about it. Just rotate them quickly by pressing the B Button and lay them into position.

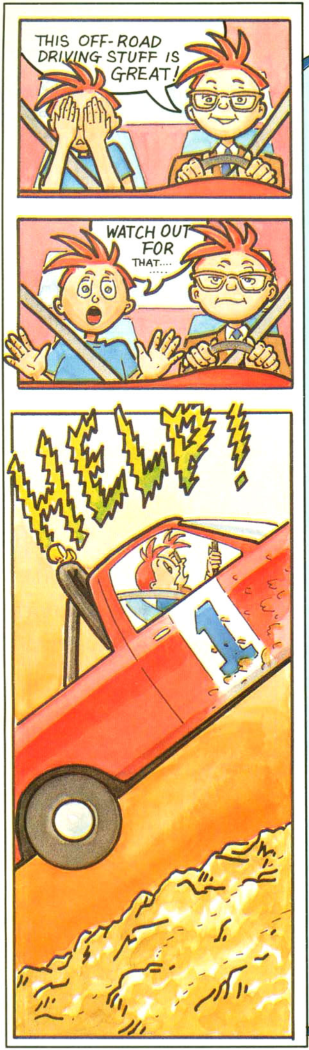


### LEARNING CURVE

**It will take a few rounds of play before you start to get the hang of Rampart. Placing wall pieces accurately takes some time to master.**

TM Atari Games
© 1992 Tengen, Inc.


I AM CONFIDENT THAT I WILL HUMBLE YOUR ARMIES.
CONFIDENCE IS UNBECOMING OF SUCH A LOWLY WARRIOR.
THOUEST CASTLES SHALL FALL!
TO BATTLE THEN, SIR NESTER!
CHING!


THIS OFF-ROAD DRIVING STUFF IS GREAT!
WATCH OUT FOR THAT.... .....
HELP!
1

# IVAN "IRONMAN" STEWARTS™ SUPER OFF ROAD

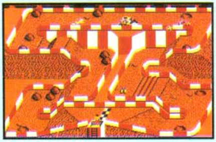
Gears will be grinding as you tear up tons of dirt as you race your off-road mini-truck. Race in huge stadiums against your rival and the likes of Ivan "Ironman" Stewart. As you tear up the dirt, make sure everyone else eats your dust!

SUPER
OFF ROAD

## Tips For The Beginner

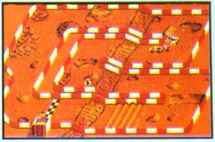
### USE NITRO

Nitro, short for nitrous oxide, can be purchased in Ironman's Speed Shop between races. By pressing the B Button, your truck will get a short burst of speed. Use it to blow by your opponents or stretch out a lead.



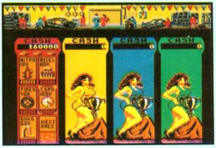
### CORNERING

Don't use Nitro when cornering or when all of the trucks are bunched up. It's very easy to get bumped and turned sideways when battling through a tight corner like this one. Swing wide if possible.



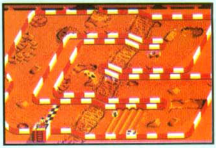
### SPEED SHOP

Along with Nitro, you can beef up the Acceleration, Tires, Top Speed and Shocks on your truck when you visit the Speed Shop. Always have at least six Nitros, but don't spend all of your winnings on just one Item.



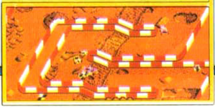
### TRACK GOODIES

Bonus Cash and canister of Nitro will randomly appear on each track. Pass over them to pick them up, but if there is a danger of you getting passed, leave them alone. Getting one isn't worth losing a position.



### DRIVING TIP

The steering response of your truck is extremely touchy. Quickly tapping on the Control Pad is the best way to steer it. Don't press and hold the Control Pad for too long or you'll end up going in the wrong direction. That's not what you want!



### LEARNING CURVE

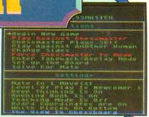
**The most difficult aspect of this game is mastering the steering. Buy Tires and Shocks early to make steering easier to handle.**

© 1989 All Rights Reserved
The Leland Corp.

# THE CHESSMASTER™

CHESSMA
Copyright © 1989
THE SOFTWARE TOOLWORKS

If strategy and logic are more to your liking, The Chessmaster is the perfect challenge. Chess is a game that an adult just *might* have the the advantage on. The moves are simple, but it takes a very long time to master this age-old board game. Here's your chance to play against your rival without having to track down all the pieces.

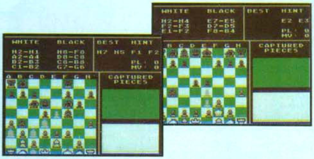


```
Begin New Game
Play Against Chessmaster
Chessmaster Plays Self
Play Against Another Human
Change Sides
Force Chessmaster To Move
Enter Takeback/Replay Mode
Set Up The Board
Solve For Mate
Settings
Mate In 1 Move(s)
Level Of Play Is Newcomer 1
Deep Thinking Is On
Opening Book Is On
Teaching Mode Is Off
Board Coordinates Are On
White Pieces On Bottom
The View Is Chessboard
```

## Tips For The Beginner

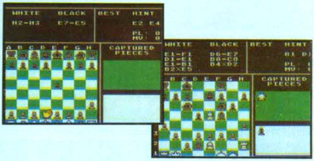
### TEACHING MODE

If you're still unfamiliar with the game of chess, turn on the Teaching Mode before you start playing. As you pick up a chess piece all of the possible moves will be displayed. This will keep you from missing key moves.


WHITE BLACK BEST HINT
CAPTURED PIECES
PL: 0
MV: 0

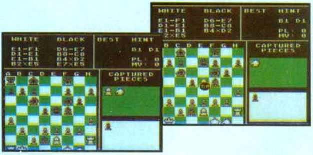
### WAR ROOM

For a different style of play, select the War Room view at the start of a game. This type of board keeps track of all moves made as well as all captured pieces. You can't get this help in a 2-player game, though.


WHITE BLACK BEST HINT
CAPTURED PIECES
PL: 0
MV: 0

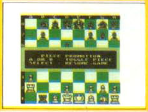
### TAKE-BACK OPTION

Sometimes even the best player can make a dumb move in chess. Press the B Button and the board will be reset to the previous move, giving you a second chance. This is a great move to use when your opponent isn't looking!


WHITE BLACK BEST HINT
CAPTURED PIECES
PL: 0
MV: 0

### PAWN EXCHANGE

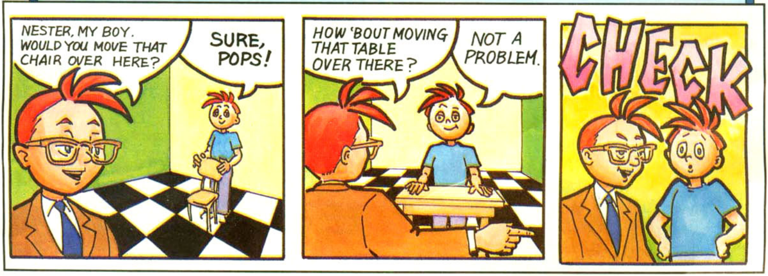
This is a great trick to remember when you start running out of pieces. If you get a pawn all the way to the other side of the board, it becomes a queen. You can have up to nine queens at once!


PIECE PROMOTION
A OR B TOGGLE PIECE
SELECT RESUME GAME

### LEARNING CURVE

If you understand the game of chess, The Chessmaster is easy to play. Remember, you can only master chess by playing the game.

© 1989 The Software Toolworks


NESTER, MY BOY. WOULD YOU MOVE THAT CHAIR OVER HERE?
SURE, POPS!
HOW 'BOUT MOVING THAT TABLE OVER THERE?
NOT A PROBLEM.
CHECK

PLAYER'S POLL CONTEST

# ARE YOU READY TO RUM

GRAND PRIZE

*MIX IT UP WITH THE SUPERSTARS AT*

WWF® SUMMERSLAM®

## GO RINGSIDE! WIN A TRIP TO THE WWF SUMMERSLAM!

## BE KING OF THE RING! CHALLENGE THE SUPERSTARS BACKSTAGE TO MATCHES ON WWF ROYAL RUMBLE.

## TAKE HOME A WWF ROYAL RUMBLE GAME PAK, COMPLIMENTS OF LJN.

***WHICH WWF SUPERSTARS WILL BE RUMBLING IN THE SUMMERSLAM? STAY TUNED TO FIND OUT WHO THE WINNER WILL MEET!***

*®Registered Trademark of TitanSports, Inc. 1993 TitanSports, Inc. All rights reserved. WWF SUPERSTARS scheduled to compete in SummerSlam are yet to be determined. Card subject to change.*

PLAYER'S POLL CONTEST

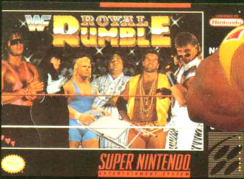
PLAYER'S POLL CONTEST

# BLE?

## SECOND PRIZE:

5 winners

**WWF® ROYAL RUMBLE Game Paks for your Super NES from LJN**



**16 Megs of Rumbling Rage in the Ring!**

**Genuine WWF® Turnbuckles, signed by the WWF® SUPERSTARS!**

## THIRD PRIZE

50 winners

**TAG-TEAM WITH NINTENDO POWER WEAR A POWER JERSEY!**

## OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 49 and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

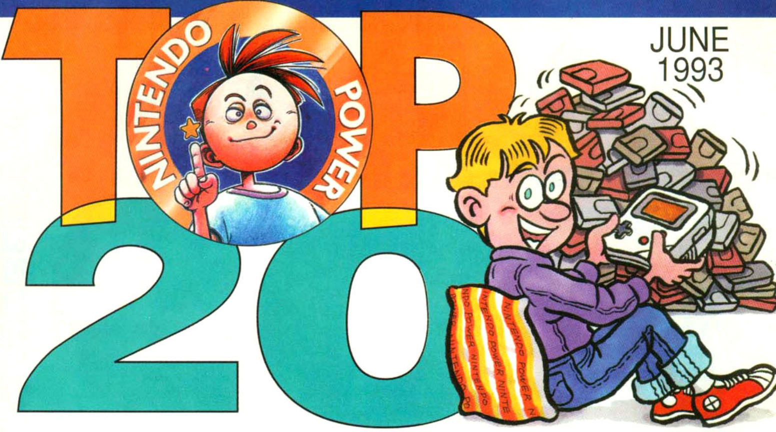
NINTENDO POWER
PLAYER'S POLL VOL. 49
P.O. BOX 97062
Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than July 1, 1993. We are not responsible for lost or misdirected mail. On or about July 15, 1993, winners will be drawn randomly from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household.

Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after July 31, 1993, send your request to the address above.

GRAND PRIZE: NOA will provide air travel and accommodations for the Grand Prize Winner and one guest. If under 18, the winner must be accompanied by a parent or guardian. The winner must also provide written release to NOA. Estimated value of the grand prize is $3000. Exact date of the trip and its destination are subject to determination by NOA. Some restrictions apply. Void where prohibited by law. This contest is subject to all federal, state and local laws and regulations.

PLAYER'S POLL CONTEST



JUNE
1993

The big news this month is The Legend of Zelda. Link has taken the top spot on the Super NES chart and the second spot on the NES chart. His Game Boy adventure is already climbing up the charts, based on pro votes and players' anticipation. There may be a Zelda sweep in the future!

## SUPER NES

**1** 19,250 POINTS
18 MONTHS

### THE LEGEND OF ZELDA- A LINK TO THE PAST

Link has fought his way back to the top of the charts. With all this competition it is going to be tough to hold on to number one.

**2** 18,751 POINTS
12 MONTHS

### STREET FIGHTER II: THE WORLD WARRIOR

Slipping down into the number two spot, Street Fighter II missed the top by less than 500 points. Will it take the top again?

**3** 16,409 POINTS
7 MONTHS

### SUPER MARIO KART

The racers have down shifted into third this month. Staying near the top, Mario and all his fellow drivers are always in the race for number one.

**4** 13,400 POINTS

### STAR FOX

Star Fox is holding steady at number four with only Player and Pro votes.

**5** 8,784 POINTS

### NCAA BASKETBALL

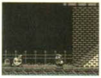
With the basketball season wrapped up, NCAA Basketball is perfect for keeping the action going!

| | | |
|---|---|---|
| 6 | 7,492 POINTS | FINAL FANTASY II |
| 7 | 7,384 POINTS | MARIO PAINT |
| 8 | 7,332 POINTS | SUPER STAR WARS |
| 9 | 6,124 POINTS | NHLPA HOCKEY '93 |
| 10 | 5,216 POINTS | SUPER MARIO WORLD |
| 11 | 4,947 POINTS | SIMCITY |
| 12 | 4,928 POINTS | TMNT IV: TURTLES IN TIME |
| 13 | 4,896 POINTS | BATMAN RETURNS |
| 14 | 3,756 POINTS | SPIDER-MAN & THE X-MEN IN ARCADE'S REVENGE |
| 15 | 3,457 POINTS | CONTRA 3: THE ALIEN WARS |
| 16 | 3,391 POINTS | BULLS VS. BLAZERS AND THE NBA CHAMPIONSHIP |
| 17 | 3,224 POINTS | THE MAGICAL QUEST STARRING MICKEY MOUSE |
| 18 | 2,943 POINTS | ROAD RUNNER'S DEATH VALLEY RALLY |
| 19 | 2,716 POINTS | EQUINOX |
| 20 | 2,700 POINTS | KING ARTHUR'S WORLD |

## GAME BOY

**1** 30,350 POINTS
9 MONTHS

### SUPER MARIO LAND 2- 6 GOLDEN COINS



With more than twice the points of the first runner-up, Mario's second Game Boy adventure holds on to number one.

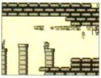
**2** 14,162 POINTS
17 MONTHS

### METROID II: RETURN OF SAMUS

Samus blasted back up the charts again! Does she have enough ammunition to take her to the top? Wait and see next month.

**3** 13,455 POINTS
33 MONTHS

### SUPER MARIO LAND



With all the limelight falling on his second adventure, it's good to see that Mario's first adventure is still a favorite.

**4** 13,065 POINTS

### KIRBY'S DREAM LAND

The cute little hero is slipping down the charts again. Can he make a comeback next month?

**5** 8,727 POINTS

### DR. MARIO

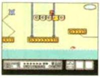
The Doctor is in and he has got the cure. Get it before the viruses get you!

| | | |
|---|---|---|
| 6 | 6,149 POINTS | THE LEGEND OF ZELDA: LINK'S AWAKENING |
| 7 | 5,344 POINTS | TETRIS |
| 8 | 5,179 POINTS | MEGA MAN III |
| 9 | 5,059 POINTS | THE REN & STIMPY SHOW |
| 10 | 4,586 POINTS | BATTLETOADS |
| 11 | 4,561 POINTS | FACEBALL 2000 |
| 12 | 4,088 POINTS | YOSHI |
| 13 | 4,043 POINTS | GOLF |
| 14 | 3,815 POINTS | FINAL FANTASY ADVENTURE |
| 15 | 3,638 POINTS | MEGA MAN II |
| 16 | 3,453 POINTS | FINAL FANTASY LEGEND |
| 17 | 3,318 POINTS | FINAL FANTASY LEGEND II |
| 18 | 2,776 POINTS | MEGA MAN IN DR. WILY'S REVENGE |
| 19 | 2,684 POINTS | PRINCE OF PERSIA |
| 20 | 2,404 POINTS | LOONEY TUNES |

## NES

**1** 14,996 POINTS
44 MONTHS

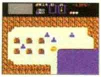
### SUPER MARIO BROS. 3



Mario has leaped over his competition to take the top again. Not even Bowser can keep this guy down!

**2** 11,762 POINTS
57 MONTHS

### THE LEGEND OF ZELDA



Link is still fighting to hold on to the top of the charts. The re-release of his original adventure keeps it on top.

**3** 11,351 POINTS
16 MONTHS

### TECMO SUPER BOWL

QB SACK!
HOWIE LONG

Tecmo Super Bowl is going to need some fancy plays to stay on top next month. Can it score again?

**4** 10,001 POINTS

### MEGA MAN V

Mega Man is one popular droid. He has seven games in the Top 20 this month!

**5** 7,914 POINTS

### FINAL FANTASY

The eternal conflict against the evil Chaos puts Final Fantasy back into the top 5 this

| | | |
|---|---|---|
| 6 | 7,514 POINTS | SUPER MARIO BROS. 2 |
| 7 | 6,480 POINTS | DRAGON WARRIOR IV |
| 8 | 6,143 POINTS | TETRIS |
| 9 | 5,898 POINTS | MEGA MAN IV |
| 10 | 5,155 POINTS | BATTLETOADS |
| 11 | 5,079 POINTS | DR. MARIO |
| 12 | 4,872 POINTS | ZELDA II: THE ADVENTURE OF LINK |
| 13 | 4,836 POINTS | METROID |
| 14 | 4,686 POINTS | TMNT III: THE MANHATTAN PROJECT |
| 15 | 4,668 POINTS | TECMO NBA BASKETBALL |
| 16 | 4,490 POINTS | MEGA MAN III |
| 17 | 4,394 POINTS | CRYSTALIS |
| 18 | 4,236 POINTS | MEGA MAN II |
| 19 | 3,611 POINTS | BASEBALL STARS |
| 20 | 3,602 POINTS | YOSHI |

# NOW PLAYING

JUNE 1993

## LOOK FOR THESE RELEASES SOON

### BATTLETOADS IN BATTLEMANIACS

**Company**.....Tradewest
**Suggested Retail Price**.....Not available
**Release Date**.....May 1993
**Memory Size**.....8 Megabits
**Game Type**....Comic action with two-player simultaneous mode

The Battletoads are back with a hot action game that will pit them against the Four Pigs of the Apocalypse and the Dark Queen, not to mention a bevy of berserk baddies. Some of the stages will be familiar to fans of the NES game, but much of this bigger, badder Battletoads is all new. Nintendo Power's exclusive review will keep Rash and Pimple hopping toward their goal.

+ Superb graphics and excellent two-player simultaneous play make this first Battletoads game for the Super NES something special.

− Vertical movement and jumping control of your Toad on the screen can be awkward. It is difficult to tell where the Toad is standing in the 3-D perspective.

### YOSHI'S COOKIE

**Company**.....Bullet-Proof Software
**Suggested Retail Price**.....$54.95
**Release Date**.....June 1993
**Memory Size**.....4 Megabits
**Game Type**.....Puzzle action

Mario and Yoshi are in the cookie business, but their cookie sorting machine seems to have a mind of its own. The cookies are out of order and must be sorted, and you're just the action puzzler to do the job. Although this Super NES version of the game is similar in many respects to the NES and Game Boy Paks reviewed in Nintendo Power, the 16-bit game does have a number of unique elements including a computer VS. mode. Check out our special puzzle preview in this issue.

+ Very challenging. Improved graphics and sound over 8-bit versions. 100 new puzzles.

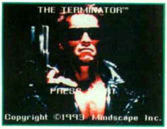
− Yoshi is just a cookie.

### THE TERMINATOR

**Company**.....Mindscape
**Suggested Retail Price**.....$64.95
**Release Date**.....May 1993
**Memory Size**.....8 Megabits
**Game Type**.......Sidescrolling action based on the original movie

As Kyle Reese, a member of the Human Resistance cadre fighting against the Skynet Computer System, your job is to prevent the Terminator from destroying Sarah Connor, mom of the as-yet-unborn John Connor. Okay, everyone knows the plot, but this action game is a real step up from the NES version that Mindscape put out last winter. There is a real sense of imminent danger in this game, from the tense soundtrack to the dark, menacing graphics. Your arsenal includes a regular gun, grenades, and missiles. As

Kyle, you'll take on the Skynet forces both on the ground and from a mobile gun mounted on the back of a truck. The way the game is structured, you can't just charge straight ahead. It's best to walk slowly, looking for snipers and enemy forces. Quick reflexes are essential!



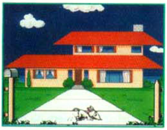
➕ The game makes good use of the license in the graphics and music. It's easy to learn and there is a variety of game play actions that you must master.

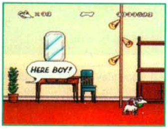
➖ Power players may find the challenge level to be too low.

## FAMILY DOG

| | |
|---|---|
| **Company** | **T*HQ** |
| **Suggested Retail Price Between** | **$59.95-64.95** |
| **Release Date** | **June 1993** |
| **Memory Size** | **8 Megabits** |
| **Game Type** | **Comic action for one player** |

This cartoon dog comes to life and has to deal with situations as only a dog can. Wonderful animation conveys a sense of doggish anticipation and excitement as the Family Dog prepares to run from trouble, fetch, jump, bark, escape from doggie prison and wolves and worse, the family kid. You can even sniff out buried bones! The humor is great and the game has quite a bit of variety for a side-scrolling action vehicle. If the goal in each stage is at first unclear, just keep in mind that the only goal that counts is to reach the end of the stage alive! This is a one player game, but it is also a great game for others to watch as you live a dog's life.





➕ Some of the best animation ever for the Super NES is offered in this game. A variety of play situations and changing settings keeps up the interest. Great sound effects and music.

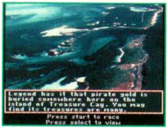
➖ Small hit detection areas on objects makes it difficult to jump to ledges, chairs, etc...and there is a lot of jumping in this game. The dog doesn't have enough Sonic Barks with which to defend himself.

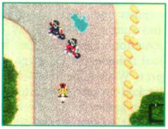
## KAWASAKI CARIBBEAN CHALLENGE

| | |
|---|---|
| **Company** | **Gametek** |
| **Suggested Retail Price** | **$64.95** |
| **Release Date** | **May 1993** |
| **Memory Size** | **12 Megabits** |
| **Game Type** | **Jet ski and motorcycle racing** |

Some of the hottest machines are challenging some of the hottest beaches, both on the track and in the surf in this hybrid racing game from Gametek. The impressive digitized photos of the islands where the races are held add to the feeling of being in the Caribbean, but the same techniques weren't used for the actual race tracks and vehicles. As for the water and land bikes, there are three styles of each and three island courses to challenge. You can battle it out in exhibition matches or take on the best bikers in the complete island circuit.

On land, watch out for oil spills, sand on the track, and puddles. Offshore, look for whirlpools, buoys and rocky reefs. Chances are you'll take some spills early as the controls are touchy.


Legend has it that pirate gold is buried somewhere here on the island of Treasure Cay. You may find its treasures are many.
Press start to race
Press select to view



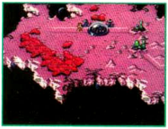
➕ Great digitized intro screens. Realistic motion and backend slide of the jet skis.

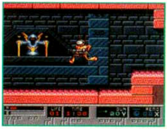
➖ The turn indicators are tiny and difficult to see and the steep overhead view doesn't allow you to see upcoming turns in the course. The overhead view also does nothing to suggest the cool Kawasaki machines that you're racing. Too bad.

## B.O.B.

| | |
|---|---|
| **Company** | **Electronic Arts** |
| **Suggested Retail Price** | **$59.95** |
| **Release Date** | **May 1993** |
| **Memory Size** | **8 Megabits** |
| **Game Type** | **Comic action with a teenage robot** |

B.O.B. has managed to scam the car keys from his dadbot and sets off for a wild night in the galaxy. He doesn't get far, however, and his only chance to reach his date is if you guide him past 45 levels of badbots and cool cosmic critters on three planets. This month's review in Nintendo Power covers the ins and outs of dating diodes in outer space.





➕ The theme is fun and the play control is fairly sharp. B.O.B. has some great moves, like being able to fold up and down like an accordion.

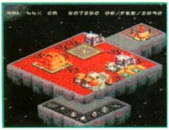
➖ The play control tends to be on the slow side.

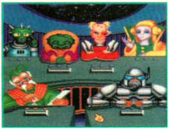
# UTOPIA

**Company**........................................................................Jaleco
**Suggested Retail Price** ..........................................Not Available
**Release Date**.............................................................June 1993
**Memory Size**.............................................................4 Megabits
**Game Type** ................................Space colony strategy simulation

Utopia literally means the perfect world. Jaleco's Utopia is a strategy simulation in which you are trying to create the perfect world, or at least as perfect a world as is possible in an imperfect universe. Your space colony has all the resources you need, from technical to military to industrial. But keeping your population happy isn't always easy, and it isn't always dependent on your actions since aliens may intrude. Fortunately, you're not alone. You have six advisors who will lend you their wisdom and data files to tell you how successful your decisions have been.

The game has 11 levels of difficulty that determine the number and scope of problems you'll face while building and running your colony. Animations showing the construction of new facilities adds to the feeling of viewing a real colony, but the large scale maps are difficult to interpret. With Super NES Mouse compatibility and Battery backed-up memory, Utopia plays very much like a computer game. In fact, it first appeared for the Amiga system. It's challenging and involving, but not for players who like action or instant results. Fans of SimCity, SimEarth and Populous may want to take a closer look at this unique Pak.





+ Great depth and lots of elements to control, build and adapt.

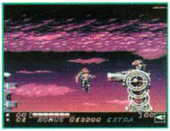
– Confusing graphics interface, especially on the larger scale maps.

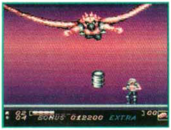
# WOLF CHILD

**Company**.............................................................Virgin Games
**Suggested Retail Price** ..............................................................$59.99
**Release Date**...........................................................................May 1993
**Memory Size**.........................................................................8 Megabits
**Game Type** ..................................One player, side-scrolling action

You've probably heard of the boy who cried wolf, but in Virgin Games' Wolf Child, the boy is the wolf. The hero of this action romp starts out as a human fighting for truth, justice and freedom. But if you collect enough silver orbs between bouts of fighting, you'll transform into a super wolf character. Solid action and good graphics plus the cool transformation should be enough to keep most action fans happy. The challenge is average until you reach the bosses–then look out!

You can fight hand-to-hand and with weapons that you collect along the way, and even switch from one weapon to another once you've collected them. The option screen includes Difficulty Select, Sound Test, and Controller Button setup. Finally, the background music in this five-stage game really rocks.





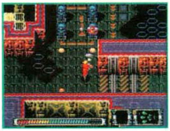
+ Good play control and lots of enemies for a solid action challenge.

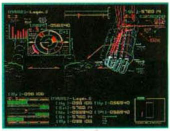
– Repetitious actions and standard game themes and graphics.

# OPERATION LOGIC BOMB

**Company**........................................................................Jaleco
**Suggested Retail Price** ..........................................Not Available
**Release Date** ..............................................................May 1993
**Memory Size**.............................................................8 Megabits
**Game Type** .........................................One player overhead action

Your mission is to penetrate a high-tech research facility controlled by robots and extradimensional beings. The graphics go a long way toward making you feel as if you're really there, especially the computer updates that you get from wall terminals along the way. The overhead view means that the action takes place all around you. Your main weapons are a spread shot gun and a rapid fire gun, but you'll increase your fire power with cool new weapons like the RPLR3 that reflects off of walls. Each area of the facility is a maze, but you can download a map that shows its vital points like transporters. The computer updates reveal the story of what has happened in the lab, although it isn't always clear what the animated scenes really mean. So hey, it's a mystery, too!





+ Good play control with the eight-way shooting. Believable futuristic graphics. Hard driving sound track.

– The story scenes don't always make sense. There are no passwords. The artificial intelligence on many of the enemies seems simplistic in that they don't track after you in a realistic manner. The result is that they're sitting ducks.

# E.V.O.

**Company**..........................................................................Enix
**Suggested Retail Price** ..........................................Not Available
**Release Date** ..............................................................May 1993
**Memory Size**...........................................................12 Megabits
**Game Type** .........................Action RPG for evolving new life forms

This game is for everyone who always thought life would be better if only they had a slightly better horn or tail. In

E.V.O., unlike the real world, you get to enhance your body with evolutionary addons. Building Evolution Points by devouring weaker creatures than yourself allows you to customize selected parts of your body. For a small amount of EPs, you can afford minor improvements, but the big payoff comes from saving up EPs and splurging on some hot new skeletal configuration. Not all combinations are for the best, however. You must experiment to find the most powerful body, because at the end of each stage of evolution you'll face the top of the food chain. Unless you are the fittest creature around, you'll end up just another tasty snack and a footnote in the fossil record. Luckily, being eaten isn't as bad as it sounds. Gaia, a sort of Earth goddess, will bring you back to life with only the loss of half your EPs. Bon appetite!

HP: 50/55
EVO.P: 632

Do not Evolve

**+** The idea of this game is great and the weird creatures you can evolve can be both bizarre and hilarious. There is an option to name and save your favorite specie. The Battery Pak lets you save three games in progress. Play control is good, but dependent on your choice of body parts.

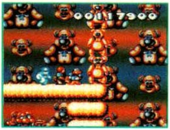
**−** The selection of body parts is limited to eight categories with several choices in each. The game isn't based on scientific theories of evolution. The time spent building up EPs can become tedious. There is no indication on the Evolution Menu of the benefits of a given improvement.

## SUPER JAMES POND

| | |
|---|---|
| **Company** | **American Softworks** |
| **Suggested Retail Price** | **$59.95** |
| **Release Date** | **May 1993** |
| **Memory Size** | **4 Megabits** |
| **Game Type** | **Comic action for one player, or fish** |

There's definitely something fishy here! For starters, you are a fish. Second, you are out of water. Luckily, you are the incredible James Pond, and adventure is your middle name. The adventure in this game takes place in a series of huge stages where James must hop about on his fins, avoiding enemies and collecting points and Power-Ups. The action stages exist inside a castle.

Outside the castle, James Pond can race down stairs at breakfin speed! He can leap up tall towers and enter different stage doors. The stages inside the castle require James to jump over obstacles and to stretch upward an incredible distance to grab the ceiling. The action is limited to jumping, running and stretching.



**+** Colorful graphics and a fun character.

**−** Repetitious, simplistic play. Visually, although the stages look good, they are mind-numbingly repetitious—we're talking three stages in a row of giant teddy bears! As for challenge, the game is more suited to very young or inexperienced players than to Power Players.

## TAZ-MANIA

| | |
|---|---|
| **Company** | **Sunsoft** |
| **Suggested Retail Price** | **$59.95** |
| **Release Date** | **May 1993** |
| **Memory Size** | **8 Megabits** |
| **Game Type** | **3-D road chase staring Taz** |

Taz hungry! Taz eat kiwi! Burp! Taz eat more kiwi! Taz jump like mad thing, not get squashed on bus! Mmm good! Taz run, jump, do Devil tornado, all in 3-D! See more Taz this issue.

1:34
"TAZ STUFFED!"

**+** Great graphics and a unique twist on road race games. The sense of humor and fun, and the use of sound effects are all well done. Excellent play control!

**−** The variety of the different race courses is limited and the actual game play is simplistic.

## SUPER CAESARS PALACE

| | |
|---|---|
| **Company** | **Virgin Games** |
| **Suggested Retail Price** | **$59.99** |
| **Release Date** | **May 1993** |
| **Memory Size** | **8 Megabits** |
| **Game Type** | **Casino gambling for one player** |

Welcome to the famous Las Vegas nightclub where money seems to grow on trees, or vanish like a puff of smoke. The Super Caesars interface has you walking about on the floor in an overhead view. Your character can interact with people in the casino and play eight different games of chance. If you want to get rich quick, or lose your shirt, flip to the Power review in this issue.

RED DOG
(IN BETWEEN)
3-KIND PAYS 11 TO 1
1 CARD 5 TO 1
2 CARD 4 TO 1
3 CARD 2 TO 1
4+CARD 1 TO 1

TRIPLE-JACKS

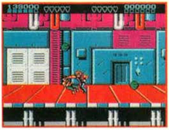
**+** The number of games is the biggest plus for Super Caesars.

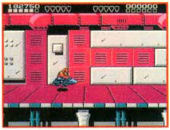
**−** There is no unifying element to the eight gambling games. The play control is often awkward, so that placing or removing bets can be tedious.

## BATTLETOADS & DOUBLE DRAGON: THE ULTIMATE TEAM

| | |
|---|---|
| **Company** | **Tradewest** |
| **Suggested Retail Price** | **Not Available** |
| **Release Date** | **June 1993** |
| **Memory Size** | **2 Megabits** |
| **Game Type** | **Comic action for one or two-player simultaneous play** |

The Ultimate Team is the brothers Lee and the Toads Three. They're out to stop the nefarious Dark Queen and Shadowboss from carrying out their plot to take over the Earth. The only help they're likely to get is from their fists. You can use Rash, Zitz, Pimple, Billy or Jimmy in your quest. Each character retains recognizable moves from earlier games, plus a few new looks. The action ranges from outer space to down to Earth and is particularly wild in the two-player mode.





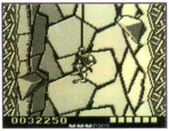
**+** Great action, graphics and theme make this one of the strongest titles this year. It's even better than Super NES Battlemaniacs!

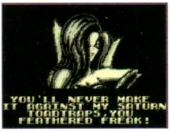
**−** When fighting near the edge of a platform, the depth perception makes it difficult to know where your character is, and he may fall off.

## BATTLETOADS IN RAGNAROK'S WORLD

| | |
|---|---|
| **Company** | **Tradewest** |
| **Suggested Retail Price** | **Not Available** |
| **Release Date** | **May 1993** |
| **Memory Size** | **1 Megabit** |
| **Game Type** | **Comic action** |

The Toads return to Game Boy, but the game is virtually identical to the original NES Battletoads. The big exceptions to this similarity is that Ragnarok's World is a one-player game, there are fewer stages and you can't pick your Toad of choice. On the other hand, the same Psycho Pig bashing action is Toadally cool.





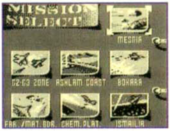
**+** Good challenge and play control. Fun theme. Portable Battletoads!

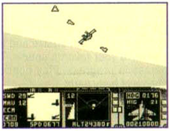
**−** The graphics may be too detailed in areas. It can be hard to distinguish the Toad from the background. Depth perception problems.

## F-15 STRIKE EAGLE

| | |
|---|---|
| **Company** | **Microprose** |
| **Suggested Retail Price** | **$29.95** |
| **Release Date** | **June 1993** |
| **Memory Size** | **1 Megabit** |
| **Game Type** | **Combat flight simulation** |

This air combat simulation features seven major missions that each include aerial dogfighting and guided missile bombing of strategic targets. Your cockpit view shows bogeys realistically, but the combat has been simplified so that it's basically aim and shoot. If you aim anywhere near the target, chances are that you'll hit it. The real challenge comes from the incredible number of bogeys you must deal with during the mission. They just don't stop! Navigating to and from your targets would be tricky if not for the map screen, which shows major and minor targets. Cockpit instrumentation shows how much ammo and how many missiles you have remaining. There's also an altimeter, radar, artificial horizon, and air speed indicator. With three difficulty levels and a password to save your best pilots, F-15 lets everybody earn their wings.





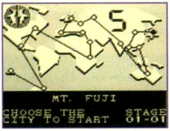
**+** Good flight sim graphics for Game Boy. Solid arcade challenge.

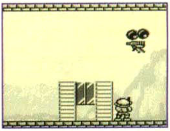
**−** Simple controls that don't give you a true feeling of flying or playing a real simulation.

## BUSTER BROS.

| | |
|---|---|
| **Company** | **Hudson Soft** |
| **Suggested Retail Price** | **$29.95** |
| **Release Date** | **June 1993** |
| **Memory Size** | **1 Megabit** |
| **Game Type** | **Stage action for one or two players** |

The Buster Bros. shoot grappling hooks and other weapons on wires in order to burst the bouncing balloons on each stage. Making things interesting is the fact that balloons split into two smaller balloons when shot. If you're hit with a balloon as it bounces around the stage, you'll lose a life. The Buster Bro. can move laterally, but he can't jump, so dodging the bouncing balloons can be tricky. With a Game Link, you can play both Buster Bros. at once.





**+** Fast action and good challenge.

**−** Repetitious themes and obnoxious music.

## BUBBLE BOBBLE PART 2

Company .......... Taito
Suggested Retail Price .......... Not Available
Release Date .......... May 1993
Memory Size .......... 1 Megabit
Game Type .......... Action puzzle for one player based on NES Bubble Bobble

Each stage has obstacles and enemies that can only be defeated by using Robby's bubbles in inventive ways. Defeat enemies with bubbles, bounce on them to reach higher levels, pop them for Power-Ups and ride inside them for several seconds. A super game for Game Boy.

+ The password option lets you pick up where you left off. Good puzzle challenge.

– Backgrounds do not vary greatly or add to the game.

## TITUS THE FOX

Company .......... Titus
Suggested Retail Price .......... $27.99
Release Date .......... May 1993
Memory Size .......... 1 Megabit
Game Type .......... Side-scrolling action for one or two players

The full title of this game is Titus The Fox to Marrakech and Back, but the action is less exotic than the name suggests. Most of the game is avoidance and picking up objects. Titus the Fox can throw boxes at enemies, bounce on rubber balls, climb buildings and jump.

+ Good graphics and variety of stages. The first 2-player simultaneous game for Game Boy that allows each player to choose his or her own path. Very cool!

– The control and movement of Titus is very slow except on the expert level.

| SUPER NES TITLE | COMPANY | PLAY INFO | POWER METER RATINGS G | P | C | T | GAME TYPE |
|---|---|---|---|---|---|---|---|
| BATTLETOADS IN BATTLEMANIACS | TRADEWEST | 1P | 4.2 | 3.4 | 3.5 | 3.4 | ACTION |
| B.O.B. | EA | 1P/PASS | 3.7 | 3.6 | 3.5 | 3.7 | ACTION |
| E.V.O. | ENIX | 1P/BATT | 3.4 | 3.4 | 3.6 | 4.1 | ACTION/SIM |
| FAMILY DOG | T*HQ | 1P | 3.4 | 2.8 | 3.0 | 3.0 | ACTION |
| KAWASAKI CARIBBEAN CHALLENGE | GAMETEK | 1P | 2.9 | 2.7 | 2.5 | 2.8 | RACING |
| OPERATION LOGIC BOMB | JALECO | 1P | 3.6 | 3.4 | 3.6 | 3.5 | ACTION |
| SUPER CAESARS PALACE | VIRGIN | 1P | 3.1 | 2.9 | 3.4 | 3.4 | GAMBLING |
| SUPER JAMES POND | AM SOFTWORKS | 1P | 3.3 | 3.3 | 3.0 | 3.0 | ACTION |
| TAZ-MANIA | SUNSOFT | 1P | 3.9 | 3.4 | 3.4 | 3.5 | COMIC ACTION |
| THE TERMINATOR | MINDSCAPE | 1P | 3.1 | 3.1 | 3.0 | 2.9 | ACTION |
| UTOPIA | JALECO | 1P/BATT | 3.1 | 2.2 | 3.1 | 3.2 | SIMULATION/STRATEGY |
| WOLF CHILD | VIRGIN | 1P | 3.5 | 3.1 | 3.1 | 2.9 | ACTION |
| YOSHI'S COOKIE | BULLET-PROOF | 2PS/PASS | 2.8 | 3.3 | 3.7 | 3.5 | ACTION/PUZZLE |

| NES TITLE | COMPANY | PLAY INFO | POWER METER RATINGS G | P | C | T | GAME TYPE |
|---|---|---|---|---|---|---|---|
| BATTLETOADS & DOUBLE DRAGON | TRADEWEST | 2PS | 3.1 | 3.4 | 3.9 | 3.9 | ACTION |

| GAME BOY TITLE | COMPANY | PLAY INFO | POWER METER RATINGS G | P | C | T | GAME TYPE |
|---|---|---|---|---|---|---|---|
| BATTLETOADS IN RAGNAROK'S WORLD | TRADEWEST | 1P | 3.6 | 3.6 | 3.5 | 3.6 | ACTION |
| BUBBLE BOBBLE PART 2 | TAITO | 2PA | 3.1 | 3.2 | 3.1 | 3.1 | ACTION |
| BUSTER BROS. | HUDSON SOFT | 1P | 3.1 | 3.0 | 2.9 | 2.9 | ACTION |
| F-15 STRIKE EAGLE | MICROPROSE | 1P/PASS | 3.1 | 2.8 | 3.1 | 3.1 | FLIGHT COMBAT |
| TITUS THE FOX | TITUS | 2PS | 3.4 | 3.4 | 3.0 | 3.0 | ACTION |

## CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

### PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

**#P = NUMBER OF PLAYERS**
**S = SIMULTANEOUS**
**A = ALTERNATING**
**BATT = BATTERY**
**PASS = PASSWORD**

### POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

**G = GRAPHICS AND SOUND**
**P = PLAY CONTROL**
**C = CHALLENGE**
**T = THEME AND FUN**

NINTENDO POWER

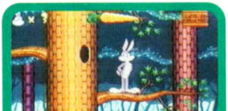
# A LOOK INTO THE GAMES OF THE FUTURE

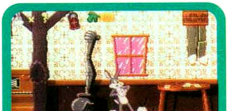
# PAK WATCH

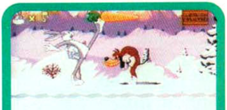
## BUGS BUNNY ANIMATOR

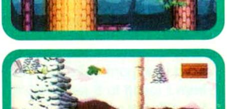
**SUNSOFT**

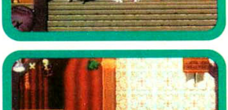
The creative fever at Sunsoft never seems to cool down. The latest, and quite possibly the greatest Looney Tune game to date, stars Bugs Bunny and is based on the "Animator" episode—truly one of the classics. If you recall, the Animator paints and draws backgrounds and characters that Bugs encounters during the cartoon. In the game, the Animator will do the same thing, except in time-honored gaming tradition, it will be enemies and traps that appear to challenge that wascally wabbit. Your faithful Pak Rats stole a peek at a very early version of the rabbit romp. Our first thoughts were—this is a cartoon, this can't be a game! Our second thoughts were—if this is a game, who cares about cartoons! And our final collective thought was—more, More, MORE! You might say we were impressed. Huge characters, Warner-quality backgrounds and animation, a rabbit with a chip on his carrot, cameo appearances by dozens of Warner 'toon stars including Foghorn Leghorn, Tweety, Speedy, Sylvester, Porky and the Bull—what more is there? This version was barely 30% complete and already it looks terrific! Bugs Bunny Animator (the title's still undecided) is brought to you by the same team at Sunsoft and Icom Simulations that brought you the stunning Road Runner's Death Valley Rally. Sunsoft plans on releasing Bugs later this fall along with a Looney Tune game based on Duck Dodgers In the 24th½ Century with Marvin the Martian. That's all folks!

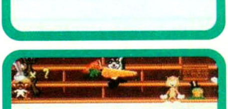








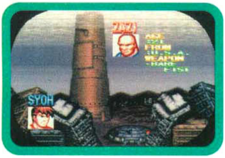


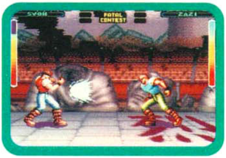


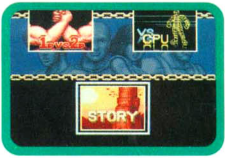
## TUFF E NUFF

**JALECO**

Jaleco's entry into the street fighting world looks like one of the best to date. With 16 megabits, Tuff E Nuff has the action, the graphics and the control to make street fighting fans flock to the fun. One or two players can brawl and batter their opponents with a collection of bone-crunching special moves that are upgraded with every three victories. In the Story Mode, you must fight your way to the top of the "Tower" and face the ultimate fighter, King Jade. In the VS. Mode, you choose from one of four champion fighters, each with his own special moves. The game has good balance and super options like a custom Controller function option. Go all the way to prove that you're Tuff E Nuff. Jaleco is also working on a Super NES version of Pro Sport Hockey and a sequel to Super Bases Loaded, but don't expect either Pak until this fall.


ZAZI
AGE
FROM
U.S.A.
WEAPON
BARE
FIST
SYOH

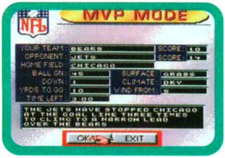

SYOH
FATAL CONTEST
ZAZI


1P vs 2P
VS CPU
STORY

## MVP FOOTBALL

**CAPCOM**

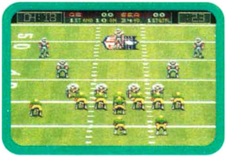
These days it takes some fresh ideas for a football game to stand out from the crowd. For this Pak Watching football fanatic, Capcom's MVP Football for the Super NES does just that. The title says it all. The Most Valuable Player, which will be you, with any luck, is given a difficult situation, say 1st and Ten, three minutes to go, four points behind and half the field to go for a touchdown. If you pull it off, you become the game's MVP, then you move on to a tougher challenge. The MVP scenarios are great for a quick play, but if you want more gridiron action, you can play regular games against another player or the computer, and there is a playoff option, as well. Solid graphics, play control and play books round out the game.

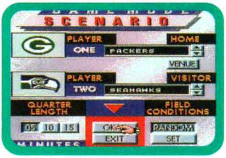

NFL
MVP MODE

YOUR TEAM: BEARS
SCORE: 10
OPPONENT: JETS
SCORE: 14
HOME FIELD: CHICAGO
BALL ON: 45
SURFACE: GRASS
DOWN: 1
CLIMATE: DRY
YRDS TO GO: 10
WIND FROM: S
TIME LEFT: 3:00

THE JETS HAVE STOPPED CHICAGO AT THE GOAL LINE THREE TIMES TO CLING TO A NARROW LEAD OVER THE BEARS

OK
EXIT




SCENARIO

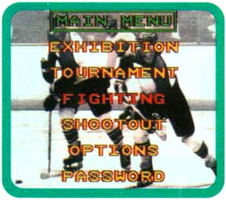
PLAYER ONE: PACKERS — HOME
PLAYER TWO: SEAHAWKS — VISITOR

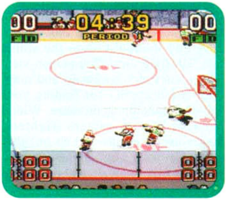
VENUE
QUARTER LENGTH
05
10
15
MINUTES
OK
EXIT
FIELD CONDITIONS
RANDOM
SET

## SUPER SLAP SHOT

**VIRGIN GAMES**

With the arrival of Super Slap Shot from Virgin Games, our Pak Watch focus turned to the ice and some hard-hitting, body-checking action. An impressive set of options in this four megabit game included being able to choose international teams or teams from NHL cities. Team strengths could be altered as could game rules and options, making the two-player game very versatile. On-the-ice control lacked a natural feel, but was still quite playable.


MAIN MENU
EXHIBITION
TOURNAMENT
FIGHTING
SHOOTOUT
OPTIONS
PASSWORD

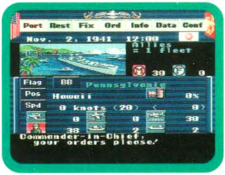

00
04:39
00
FIN
PERIOD 1
FIN

## P.T.O.

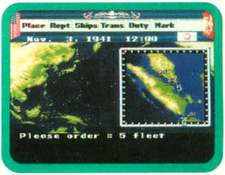
**KOEI**

This Pak Watcher recently stepped back in time with Koei's naval war simulator, P.T.O. Pacific Theater of Operations. Talk about complex! You may not need a Phd to understand the game, but it couldn't hurt. Here's what happens. Beginning in one of a dozen scenarios, you are in command of all aspects of the Japanese or Allied fleets. It's up to you to create strategies, order movements, resupply forces, make diplomatic overtures and engage in battle. At first, it's a little overwhelming, but once you've got your sea legs, the multiple pull-down menus give you total control. Koei fans will find a mix of new and old features and some nice graphics.

January 11, 1942
Japan advances through
Wake, the Philippines
and Sin pore. Attacks
on the Dutch Indies
have begun


Port
Rest
Fix
Ord
Info
Data
Conf
Nov. 2, 1941 12:00
Allies
# 1 fleet
Flag
BB
Pennsylvania
Pos
Hawaii
Spd
0 knots (20)

Commander-in-Chief, your orders please.

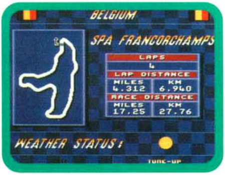

Place
Rept
Ships
Trans
Duty
Mark
Nov. 3, 1941 12:00

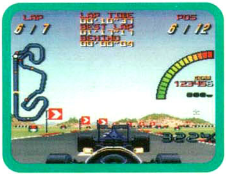
Please order # 5 fleet

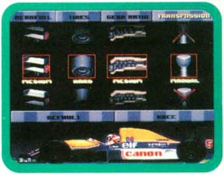
## NIGEL MANSELL'S RACING

**GAMETEK**

It was a slow day at the Pak Watch desk when a racing game with a funny name arrived from Gametek. Then things speeded up dramatically! This one-player Super NES Pak features pedal-to-the-metal performance and features. Everything is done well, from graphics to play control. The options include password racing for the international Grand Prix championship circuit, trial racing on any of the two dozen tracks, customized Controller functions and customized car enhancements. The view from behind the wheel gives you a wide, truly realistic view, probably the best of any racing game. Simply put, it's fun driving! International F-1 fans won't have any trouble recognizing the name, Nigel Mansell, but for many American race fans, he is a relative newcomer. This game will go a long way toward correcting that when it appears late this summer.


BELGIUM
SPA FRANCORCHAMPS
LAPS
4
LAP DISTANCE
MILES 4.312
KM 6.940
RACE DISTANCE
MILES 17.25
KM 27.76
WEATHER STATUS:
TUNE-UP

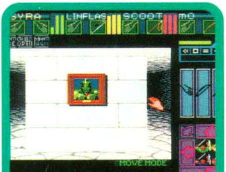

LAP
6 / 7
LAP TIME
BEST LAP
BEHIND
00'00"04
POS
6 / 12
123456

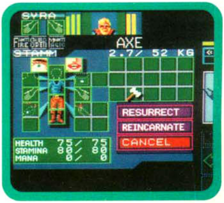

TIRES
TRANSMISSION
MEDIUM
HARD
MEDIUM
MANUAL
DEFAULT
RACE
elf
canon

## DUNGEON MASTER

**JVC**

This RPG has been in the works for a long time, but a final version has finally appeared on the Pak Watch desk and it should be in the stores this fall. Like most first-person view RPGs, control is awkward and mapping is a necessity for finding your way about the dungeon maze. With a party of four characters (fighters, magic users, ninjas and so on) that you select from a hall of dead heroes, your quest is to locate and defeat the evil Chaos.

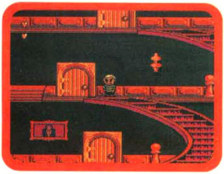

SYRA
LINFLAS
SCOOT
MOVE MODE

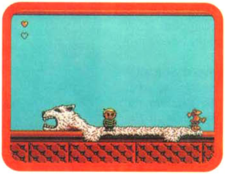

SYRA
STAMM
AXE
2.7/ 52 KG
RESURRECT
REINCARNATE
CANCEL
HEALTH 75/ 75
STAMINA 80/ 80
MANA 0/ 0

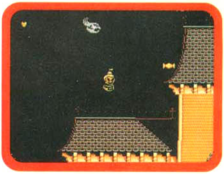
## THE ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT

**OCEAN**

Ocean's latest title in the Addams Family series sounds like an NES version of the recent Super NES Pugsley title. Sorry. If anything, the game is based on the original Super NES Addams Family, but instead of playing as Gomez, you are Pugsley. Aside from the confusing choice of names, however, this Pak Explorer found the finger-snapping action to be a welcome oasis of game play in the recent NES desert. Granted, the graphics don't grip you by the roots of your hair as in the Super NES game, but the play control is good and there are lots of stages and surprises. Ocean hopes to release the game this summer.



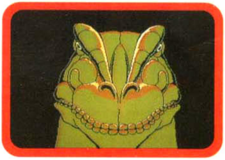


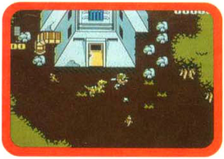


## JURASSIC PARK

**OCEAN**

Imagine you're on an island off the coast of Central America. Over the weekend you expect a little sun, sand, maybe a stroll through the jungle. Nada. What you get is a five ton T-Rex with a taste for long pig! That's the magic behind Jurassic Park—people and dinosaurs, together, getting hungry! This summer's block buster movie release will be followed shortly by NES and Game Boy titles from Ocean. A Super NES version is also in development, but won't be released until the fall. The overhead view of the NES game promises an adventure flavor to the action, which is in keeping with the movie. You'll have to fight off velociraptors besieging the JP headquarters, escape from the T-Rex and avoid being trampled by a herd of triceratopsians. Great fun!



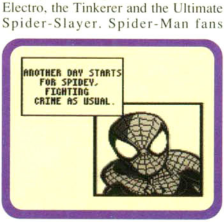


## SPIDER MAN 3: INVASION OF THE SPIDER-SLAYERS

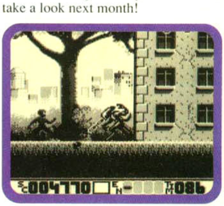
**LJN**

Later this summer you'll be able to enjoy all the comic action of Spider-Man in his third game from LJN. Look for similar play control to the first two games. Spidey can run, crouch, shoot his web, climb and cling to walls. His crime-stopping spree pits him against arch enemies Electro, the Tinkerer and the Ultimate Spider-Slayer. Spider-Man fans should check it out. Sources at Acclaim/LJN have finally revealed that Mortal Kombat will be as close to the arcade original as possible. We'll take a look next month!

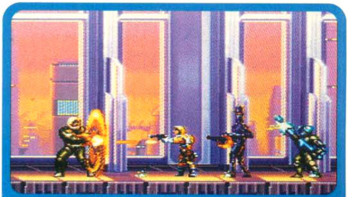
SPIDER-MAN™
3



ANOTHER DAY STARTS FOR SPIDEY, FIGHTING CRIME AS USUAL.



# PAK WATCH UPDATE



Super Empire Strikes Back

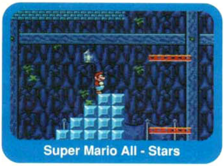
The latest from the video game grapevine is that Capcom's Street Fighter Turbo Edition arcade game is coming to the Super NES later this summer. The megapak contains 24 megabits of awesome gaming. Although your Pak Watch team hasn't scammed a copy yet, Capcom Japan has sent one on its way to Power HQ and we'll report on it first-hand in the next issue. Capcom USA reports that Turbo matches the arcade game move for move. It should be awesome!

JVC, Lucasarts Entertainment and Sculptured Software have been hard at work over the past six months on what may well be one of the hottest games of the year for the Super NES. Super Empire Strikes Back features all the action, graphics, story, sound and variety of play of last year's stunning Super Star Wars. But it also brings new effects to the game experience and 50% more ROM space in its 12 megabit configuration. Other improvements include a password for saving your progress and Mode 7 movement over 3-D, vertical terrain. Super Empire should appear in the stores early this fall. Be excited!

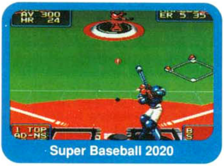
Nintendo of America has some classic action plus innovative new games in the lineup for the next six months. At the top of the list is the action adventure Super NES sequel to Metroid.Yes, she's back! Samus Aran will return to erase the Metroid menace in Super Metroid. Mario mania continues with a one Game Pak, 16-bit collection of classic Super Mario Bros. games that includes SMB, SMB2, SMB3 and a version of SMB that appeared only in Japan entitled The Lost Levels. The action in the three adaptations is the same as in the hit NES games, but the rich 16-bit graphics make for a new gaming experience. Other Nintendo news includes a Mario and Wario Super NES Mouse compatible game, a Super NES Superscope game (tentatively entitled Yoshi's Safari) in which you ride on Yoshi's back, Wario Land for Game Boy and a new Super FX high-speed stunt racing game.

Tradewest takes baseball into the future with its upcoming Super Baseball 2020. You may recognize the name from the arcade hit. You'll recognize the game, too. Robots and enhanced bionic human players take the field (which has been modified slightly) and battle it out for the championship. The 12 megabits of Super 2020 were used to make excellent graphics and smooth action. Look for this game by the middle to end of the summer.

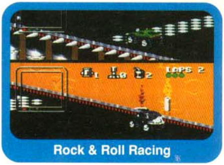
Interplay's Rock & Roll Racing takes off-road vehicles into the future. From the totally rocking soundtrack to the digital voice commentary by Larry "Supermouth" Huffman—the voice of monster rally mania—Rock & Roll Racing goes flat out. Buy better buggies at higher levels and upgrade your accessories. In other news, Interplay has adapted their claymation techniques to the first comic street fighting game, Clay Fighter. Two of your faithful Pak Punchers had their doubts, but then they plugged in to some excellent action. Standard Street Fighter II sequence controls brought up the special moves in the outrageous characters. From the opera's Fat Lady to an Elvis



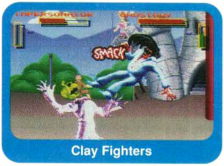
Super Mario All - Stars



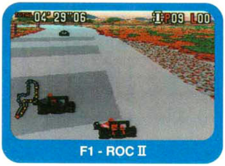
Super Baseball 2020



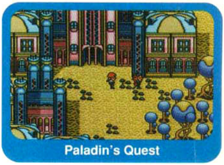
Rock & Roll Racing



Clay Fighters



F1 - ROC II



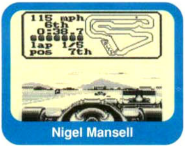
Paladin's Quest

Impersonator, these clay warriors had great moves.

Even more racing action comes to the Super NES from Seta with F1-ROC II. Imagine an F-Zero 2, except the cars have wheels, and you've pictured this super fast racer. Seta has incorporated a special DSP microchip in the Game Pak to enhance the smoothness of the graphics at high speed. The result is excellent racing action. In other racing news, Gametek hopes the success of British racing ace, Nigel Mansell will translate into hot sales of its racing games for the Game Boy and NES.

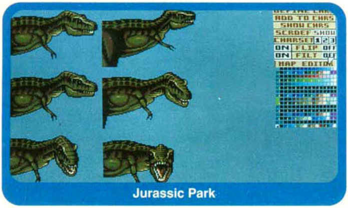
Enix purchased the graphically stunning Lenus from Asmik, changed the name to Paladin's Quest and will be introducing the Super NES game later this fall. The game itself is standard RPG fare along the lines of Dragon Warrior or Final Fantasy, but the amazing world in which it takes place is well worth a closer look. Enix has also just begun work on King Arthur: The Knights of Justice, based on the animated series in national syndication. For the first time, Enix is using an American developer to create and program one of their games. Our Pak Watch sources at Enix don't expect the action adventure to be released until sometime in the first half of next year.

Ocean's Jurassic Park for the Super NES won't appear in the stores until later this fall, but Ocean sent Pak Watch this exclusive shot of the game in progress. Our sources at Ocean have promised a special preview when more of the game play has been put in.



Nigel Mansell

For Game Boy RPG fans, the big news is that Square Soft will be releasing Final Fantasy Legend 3 this fall. The game promises to be as large and involving as the previous two games in the series. Other news of note comes from Gametek, which is working on the PC hit, Spectre, and a new game based on the legend of Tarzan. Sunsoft is adapting World Heroes for the Super NES. Konami's Monsters has been renamed, Zombies Ate My Neighbors. And on a final racing note, Accolade has picked up the license for the classic cartoon series, Speed Racer. More Pak Facts later.



Jurassic Park

## FUTURE GAMES FOR THE

## SUPER NES

| Name | Approximate Release |
|---|---|
| Aero The Acrobat | Summer '93 |
| Alien$^3$ | Summer '93 |
| Aliens Vs. Predator | Summer '93 |
| Bubsy | Summer '93 |
| Bugs Bunny Animator | Fall '93 |
| Dracula | Fall '93 |
| Duck Dodgers In The 24th½ Century | Fall '93 |
| Dungeon Master | Summer '93 |
| Family Dog | Summer '93 |
| Final Fight II | Summer '93 |
| Jurassic Park | Fall '93 |
| Lord of the Rings | Summer '93 |
| Mortal Kombat | Fall '93 |
| MVP Football | Summer '93 |
| Obitus | Fall '93 |
| Plok | Fall '93 |
| P.T.O. | Summer '93 |
| Railroad Tycoon | Fall '93 |
| Rock & Roll Racing | Summer '93 |
| Rocky & Bullwinkle | Summer '93 |
| Rocky Rodent | Fall '93 |
| Run Saber | Summer '93 |
| SimAnt | Summer '93 |
| Star Trek: The Next Generation | Fall '93 |
| Street Fighter Turbo | Fall '93 |
| Superman | Fall '93 |
| Super Mario All-Stars | Summer '93 |
| Super Baseball 2020 | Summer '93 |
| Super Slap Shot | Summer '93 |
| Super Turrican | Summer '93 |
| T2: Judgment Day | Summer '93 |
| Taz-Mania | Summer '93 |
| Troddlers | Summer '93 |
| Tuff E Nuff | Summer '93 |
| Utopia | Summer '93 |
| Zombies Ate My Neighbors | Summer '93 |

## GAME BOY

| | |
|---|---|
| Final Fantasy Legend 3 | Fall '93 |
| Indiana Jones and the Last Crusade | Summer '93 |
| Jurassic Park | Summer '93 |
| Legend of Zod | Summer '93 |
| The Legend of Zelda—Link's Awakening | Summer '93 |
| Nigel Mansell's Racing | Summer '93 |
| Speedy Gonzalez | Summer '93 |
| Spider-Man 3 | Summer '93 |
| Star Trek: The Next Generation | Summer '93 |
| WWF Royal Rumble | Summer '93 |

## NES

| | |
|---|---|
| Addams Family: Pugsley's Scavenger Hunt | Summer '93 |
| Bubble Bobble Part II | Summer '93 |
| Jurassic Park | Summer '93 |
| Might Final Fight | Summer '93 |
| Nigel Mansell's Racing | Summer '93 |
| Wayne's World | Summer '93 |

# NEXT ISSUE
## COMING NEXT MONTH IN VOLUME 50

Here it comes! We're going to hit our 50th issue on the fifth anniversary of Nintendo Power. Be sure to check out our big celebration in next month's issue. Don't miss it.

# BUBSY
## CLAWS ENCOUNTERS OF THE FURRED KIND

Bubsy is a wild and crazy bobcat that has a thing for yarn. Catching yarn in all the wrong places can get a curious feline in trouble. Check out all the crazy fun in this fast action game from Accolade.

BUBSY
IN
CLAWS ENCOUNTERS OF THE FURRED KIND
©1992 ACCOLADE, INC.

18180
206
6:43
3

12820
174
7:24
6

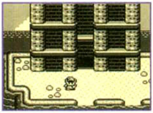
# W.W.F. ROYAL RUMBLE

All the big wrestling action, with all the big wrestling stars! It's survival of the fittest in the ring as all the combatants rush to see who wins the great Royal Rumble.

WF ROYAL RUMBLE

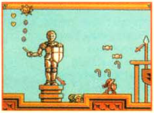
# THE LEGEND OF ZELDA
## LINK'S AWAKENING

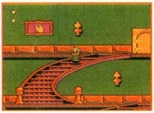
Link's adventures have finally made the trip to Game Boy. Next month's review of The Legend of Zelda: Link's Awakening will contain all the tips you need to master this great new quest!



# THE ADDAMS FAMILY
## PUGSLEY'S SCAVENGER HUNT

They're creepy and they're kooky, and they're back! The Addams Family returns to the NES next month in Pugsley's Scavenger Hunt. Be prepared for all the spooky fun you can handle!





## BACK ISSUES

**These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:**

**Volume 43 (Dec. '92): Road Runner's Death Valley Rally, Spider-Man & the X-Men in Arcade's Revenge, Push-Over, Desert Strike, Batman Returns (NES), James Bond Jr., Tecmo NBA Basketball, Super Mario Land 2 - 6 Golden Coins, Bonk's Adventure, Looney Tunes.**
**Volume 44 (Jan. '93): Magical Quest Starring Mickey Mouse, Sonic Blast Man, Mega Man V, Equinox, R.C. Pro-Am, The Jetsons, Incredible Crash Test Dummies, Mega Man III (Game Boy).**
**Volume 45 (Feb. '93): Cybernator, Pugsley's Scavenger Hunt, Wing Commander, Jeopardy (Super NES), Aerobiz, Zen Intergalactic Ninja, Bomberman II, Eon Man, Darkwing Duck (Game Boy), Aliens 3 (Game Boy), The Ren & Stimpy Show, Rampart (Game Boy), The Little Mermaid (Game Boy).**
**Volume 46 (Mar. '93): Star Fox, Super Strike Eagle, Super Conflict, Wayne's World, Tiny Toon Adventures: Buster Busts Loose, King Arthur's World, Adventure Island 2 (Game Boy), Milon's Secret Castle (Game Boy), Krusty's Fun House (Game Boy), The Empire Strikes Back (Game Boy), Alien 3 (NES), Dragon Warrior IV, Mickey's Safari in Letterland.**
**Volume 47 (Apr. '93): Star Fox, Mech Warrior, Pocky & Rocky, SimEarth, Congo's Caper, Super Black Bass, Super NES Fighting Games, Kid Dracula, Joe & Mac (Game Boy), Top Rank Tennis, The New Chessmaster, DuckTales 2, Yoshi's Cookie, Kid Klown in Night Mayor World.**
**Volume 48 (May '93): The Lost Vikings, Shadowrun, Batman Returns, The Legend of Zelda: Link's Awakening, Zen Intergalatic Ninja (Game Boy), Ring Rage, Great Greed, Kirby's Adventure, Incredible Crash Dummies (NES), Super Turrican.**

**Use the Back Issue/Tip Book Order Form in this issue to order back issues, or call our Consumer Service department at 1-800-255-3700 to order them by phone with VISA or MasterCard.**

## SPECIAL OFFERS

Issues from our first three years are available only in special collector's sets. You won't find these extremely helpful issues at newsstands!

**Super Mario Bros. 2**
**Ninja Gaiden**
**Castlevania II-Simon's Quest**
**Zelda II-The Adventure of Link**
**TMNT**

Volumes 1 through 6 featuring classic games are included in the First Year Set.

**Mega Man II**
**Dragon Warrior**
**Super Mario Bros. 3**
**Tetris**
**Batman**
**Final Fantasy**

Six of the most popular NES games of all time are featured in Volumes 7 through 12.

**Super Mario Bros. 3**
**Rescue Rangers**
**Ninja Gaiden II**
**Maniac Mansion**
**Final Fantasy**
**Dr. Mario**
**4-Player Extra**

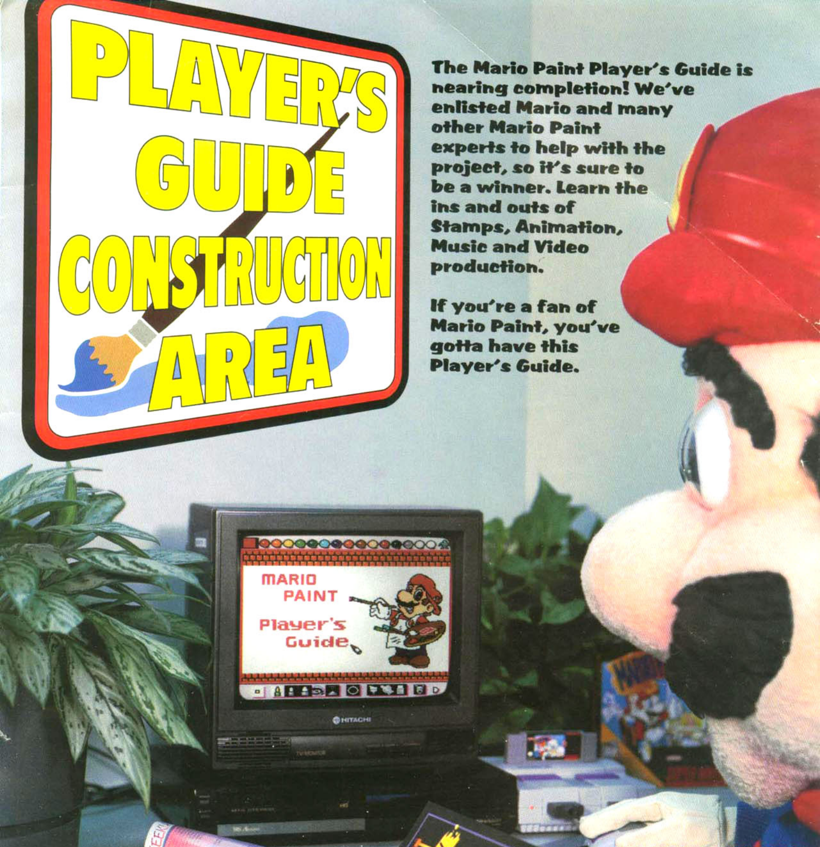
The Third Year Set (Vols. 13-19) carries on the Nintendo Power tradition of reviewing the very best games. It also includes our four popular Strategy Guide issues!

### TIP BOOKS:

The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

**Use the Back Issue/Tip Book Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order them by phone with VISA or MasterCard.**

# PLAYER'S GUIDE CONSTRUCTION AREA


MARIO PAINT
Player's Guide
HITACHI
MARIO PAINT SPECIAL

The Mario Paint Player's Guide is nearing completion! We've enlisted Mario and many other Mario Paint experts to help with the project, so it's sure to be a winner. Learn the ins and outs of Stamps, Animation, Music and Video production.

If you're a fan of Mario Paint, you've gotta have this Player's Guide.

GAME ATLAS
GAME BOY
MARIO MANIA
SUPER NES
ZELDA
TOP SECRET

COMING SOON!
MARIO PAINT
Nintendo
PLAYER'S GUIDE

Nintendo currently has six great Player's Guides available. Our seventh is on the way. Make sure that your Player's Guide collection is complete!

WAY COOL

Super colors beat the competition.

Way more.

Power graphics drive excitement.

Way beyond.

Mega titles grab the gamers.

Way preferred.

Super NES. The only way to be.

Way Cool.

Nintendo